ROCKSTAR GAMES PRESENTS

RED DEAD REDEMPTION II

THE COMPLETE OFFICIAL GUIDE

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OFFICIAL GUIDE

FOREWORD

Red Dead Redemption 2 is our attempt to tell a new kind of story in a new kind of video game world. You'll play as Arthur Morgan and live the experiences of his time with the Van der Linde gang, a group of notorious outlaws on the run across 19th century America. As Arthur, you will experience every aspect of outlaw life, from robbing banks and hijacking trains to forging relationships with fellow gang members as you fight and run to escape the clutches of the law and the hypocrisies of polite society.

We worked closely with the very talented team at Piggyback to design this guide as a companion during your time inside the world of *Red Dead Redemption 2* as you live and travel both with the Van der Linde gang and on your own.

We really hope you enjoy your time in the world.

Rockstar Games

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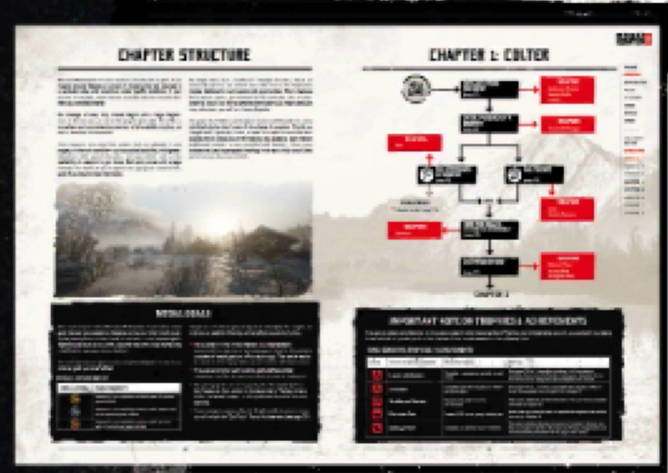
This chapter details every last step you'll need to take to complete the *Red Dead Redemption 2* storyline, while also highlighting other opportunities that you may wish to explore as and when they become available.



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A comprehensive presentation of optional endeavors, activities and assorted diversions that you can encounter on your travels.

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UPDATE NOTICE

While we have taken every step to ensure that the contents of this guide are correct at time of going to press, subsequent updates to the *Red Dead Redemption 2* game code may contain adjustments, gameplay balancing and even feature additions that cannot be anticipated at time of writing.

VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

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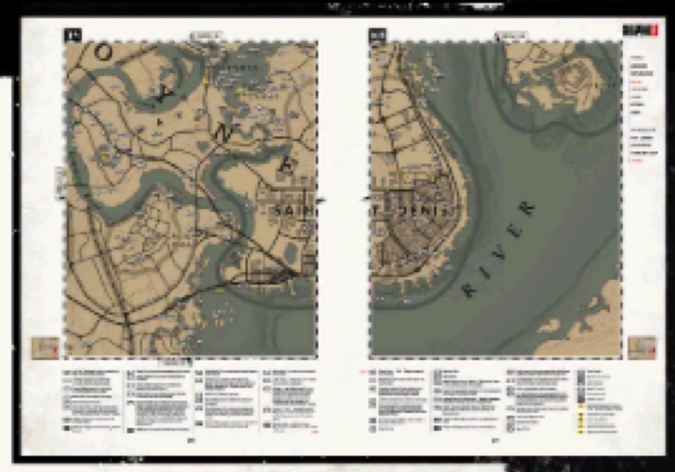

An atlas of the entire game area offering expanded topographic maps, with detailed annotations revealing the positions of points of interest and collectibles.

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An exhaustive appraisal of all weapons, including stats, ammunition, customization, and advice on how best to maintain your firearms.

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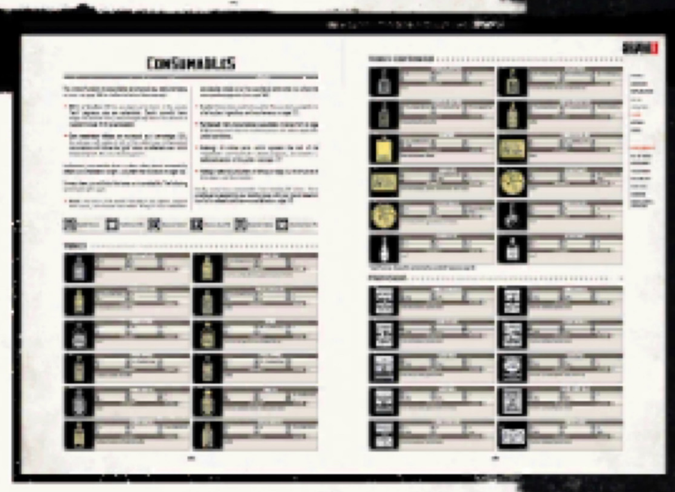

A complete catalog of all items and crafting possibilities encountered in the game, including parameters, availability conditions and other notable characteristics.

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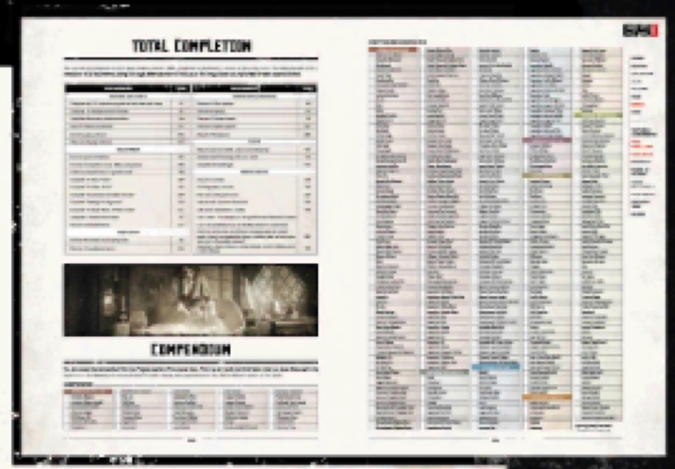

A variety of trials, trivia and titillation not covered elsewhere, including secrets, Trophies and Achievements, and advice on working towards Total Completion.

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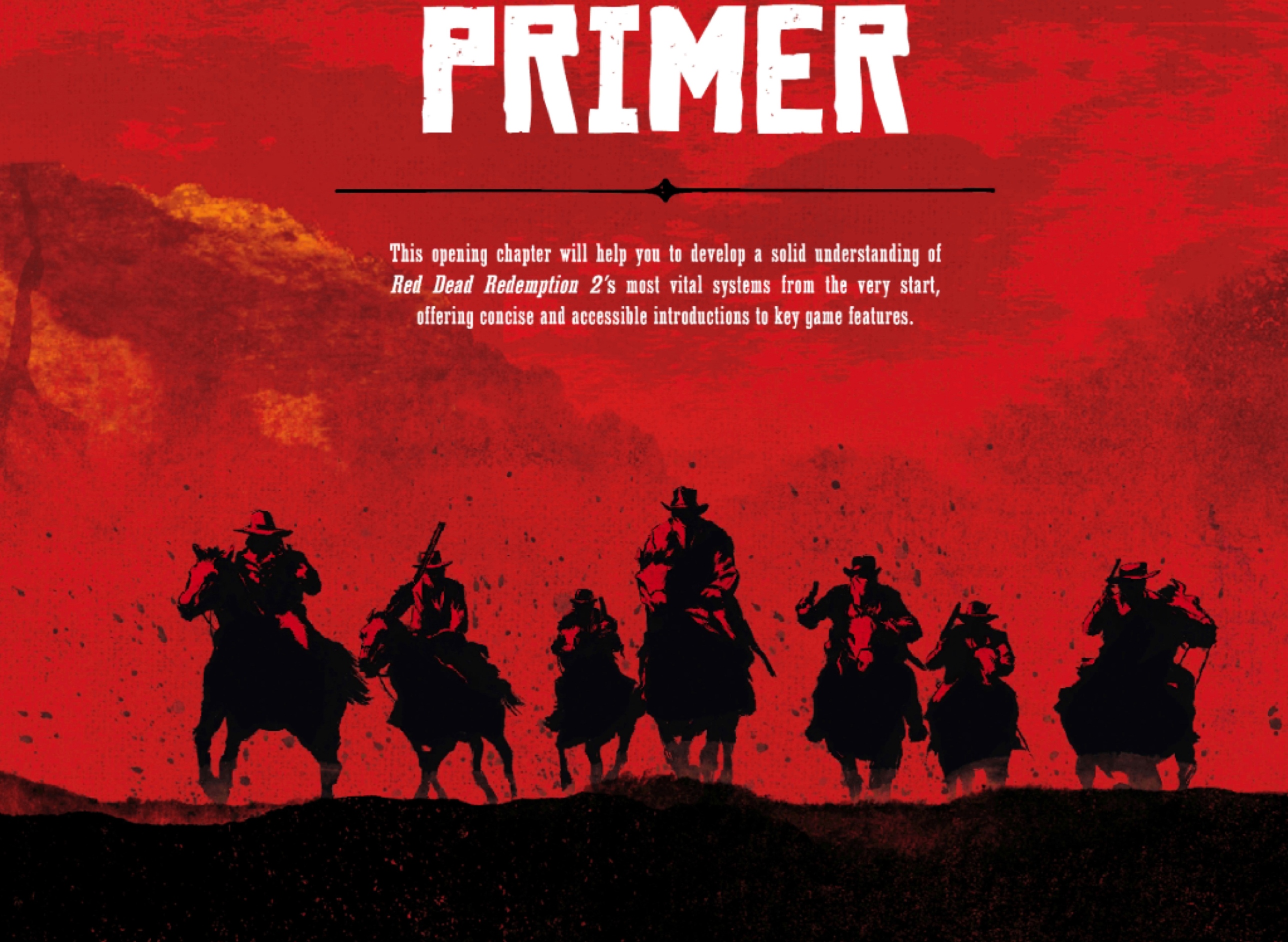
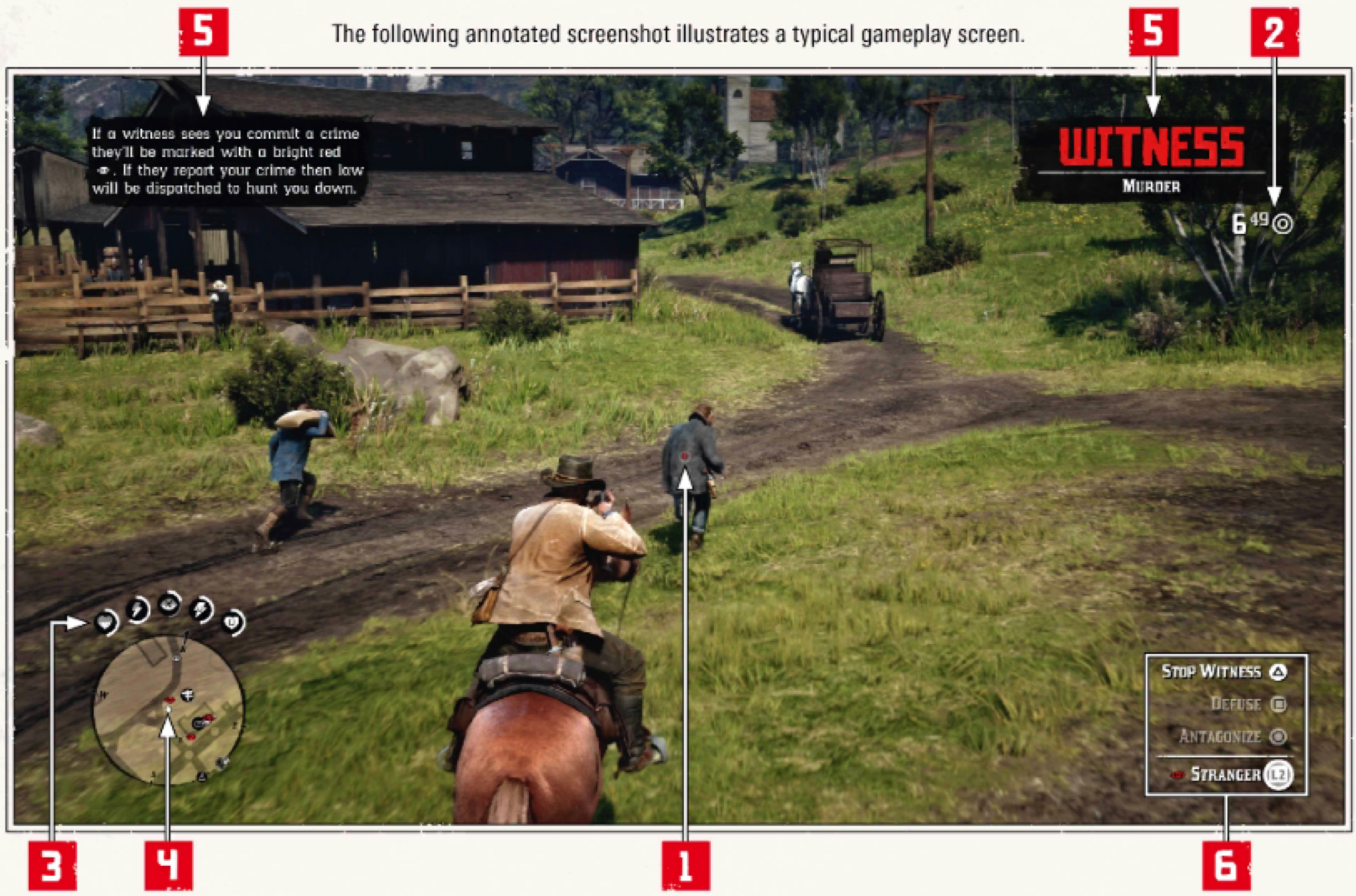
PRIMER

This opening chapter will help you to develop a solid understanding of *Red Dead Redemption 2*'s most vital systems from the very start, offering concise and accessible introductions to key game features.



ONSCREEN DISPLAY

The following annotated screenshot illustrates a typical gameplay screen.



1 Reticle: Whenever you equip a weapon a white reticle appears. Hold L2 / LT and use R to adjust your aim; the reticle will turn red when it hovers on a valid target. Headshots generally offer maximum efficiency.

2 Ammunition: The first figure represents the number of shots remaining for your active weapon; the second details your total stock. The icon corresponds to the type of ammunition currently selected.

3 Attribute Meters: The meters visible in the lower-left corner of the screen represent vital attributes – from left to right, health, stamina, Dead Eye, horse stamina, and horse health. Turn to page 16 to learn more about these systems.

4 Radar: The mini-map in the lower-left of your screen shows your immediate surroundings, annotated with useful details such as cardinal directions, mission objectives, and assorted points of interactivity. See page 13 for details. You can expand your radar or turn it into a simple compass by holding .

5 Dynamic Information: Onscreen notifications will appear in accordance with your actions and events in the world – such as obtaining items or rewards, completing objectives, and becoming wanted.

6 Context-Sensitive Prompts: Whenever you can perform a context-sensitive action, a corresponding prompt will appear in the lower-right corner of the screen. These are used in many different situations, such as collecting items, interacting with the environment, and to make decisions during missions or interactive conversations. Press, tap or hold the displayed button to choose the specified action.

ESSENTIAL COMMANDS

The opening hours of *Red Dead Redemption 2* are filled with opportunities to learn about and practice actions and abilities, but the following recap of all essential button commands will prove useful should you forget a particular function, or miss a tutorial. If you are familiar with the original *Red Dead Redemption* and the *Grand Theft Auto* series, you should feel right at home from the very start.

Many potential actions and interactions are activated via context-sensitive button presses. The relevant prompts will appear in the lower-right corner of the screen when they are available.

★ BASIC MOVEMENT ★

With the exception of crouch-walking, the following commands apply when you are both on foot and riding a horse.

★ **Ⓛ | Walking:** Tilt Ⓛ to walk in any direction. This pace of movement is suited for ambling through crowds in towns, or while taking in the sights on your many travels.

★ **Ⓛ + ⊗ / Ⓐ (hold) | Running:** Running will be your primary movement speed in most situations. It is much faster than walking, yet it does not drain your stamina. While riding a horse or driving a wagon, this also enables you to maintain your gait after a gallop, and to automatically follow companions during group rides.

★ **Ⓛ + ⊗ / Ⓐ (tap repeatedly) | Sprinting:** Sprinting enables you to run at maximum speed, at the cost of stamina. This is vital in critical situations, such as an escape or chase, but can also shorten journeys if you do not have a steed at hand. While riding a horse, try to tap the button in a rhythm that matches your mount's gallop. This special technique makes it possible to travel at great speed without draining the horse stamina meter.

★ **L3 / + Ⓛ | Crouch-walking:** An essential technique during infiltration situations, crouch-walking is also recommended while hunting. It enables you to move steadily while keeping a low profile and making very little noise. Note that you can also crouch-run by simultaneously holding ⊗ / Ⓐ.

★ COMBAT ★

★ **L1 / LB | Draw/Holster Weapon:** Whenever possible, you should always ready your weapon before hostiles engage you. Don't neglect to holster it afterwards: carrying a weapon in hand when there is no need to do so might lead to unfortunate misunderstandings.

★ **L2 / LT (hold) + R2 / RT | Aim and Shoot:** Most weapons in the game are used with these controls. Ready your weapon by holding L2 / LT, line up a shot with Ⓡ – the reticle will turn red when directed at a valid target – then open fire with R2 / RT. By default, *Red Dead Redemption 2* offers a medium level of aiming assistance, which means that you will automatically lock on to enemies in your line of fire when you raise your weapon. With this system, the reticle is usually positioned on your target's chest. If you very briefly flick Ⓡ and fire as you lock on to a foe, it's possible to secure near-instant headshots. You can then release L2 / LT and repeat the maneuver immediately with another target if required.

★ **R2 / RT | Shoot from the Hip:** If you do not hold L2 / LT, you will fire in the direction that you are facing, automatically locking on to the closest target. This can prove helpful in situations where you need to strike instantly.

★ **R3 / | Dead Eye:** Whenever you face large groups of enemies, especially when there is a danger that you will be overwhelmed, this command enables you to slow down the flow of time while aiming a weapon. This skill is upgraded early in the adventure, making it possible to "tag" targets with R1 / RB; you can then press R2 / RT to fire at all of them in rapid succession. Note that triggering Dead Eye drains the corresponding meter. You can end the effect by pressing R3 / again.

★ **R1 / RB | Take/Exit Cover:** Taking cover helps you to remain unseen during infiltrations, and makes it more difficult for enemies to hit you during shootouts. Note that you can move along a cover surface by tilting Ⓛ to improve your firing angle, or to avoid incoming fire if partially exposed. To move around corners or transition to the next available cover spot, tilt Ⓛ and press ▢ / ✕. While in cover, you can move out to fire by holding L2 / LT; release it to immediately snap back into cover.

★ **○ / Ⓑ | Reload:** Your character will reload automatically whenever his weapon runs out of ammunition, but this leaves you vulnerable. To avoid the horror of the "dead man's click", you should get into the habit of manually reloading whenever you have the opportunity during shootouts, ideally from behind cover.

★ **L2 / LT (hold) + ▢ / ✕ | Combat Dive:** When you need to dodge an incoming threat, such as a predator charging at you, diving sideways can instantly put you out of harm's way.

★ **○ / Ⓑ | Silent Takedown:** If you manage to stealthily approach an enemy from behind, this technique offers a quiet way to remove them from the equation. These attacks are non-lethal if you are unarmed; should you brandish a melee weapon such as a knife, the victim will be killed.

★ **○ / Ⓑ | Melee Combat:** During brawls, tap this button to punch or kick your opponents. When facing skilled enemies, you will often need to block their blows first with ▢ / ✕, then follow up with swift counters. You can also grapple them with △ / Ⓨ.

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★ EXPLORATION ★

★ L3 + R3 / LT + RT | **Eagle Eye:** This ability triggers a heightened sense of awareness and intuition whereby points of interest in your immediate vicinity, such as animal tracks and collectibles, will be temporarily highlighted. You can even choose to focus on tracks with R1 / RB to keep them visible for a while after you leave Eagle Eye mode.

★ L + □ / X | **Jumping/Vaulting/Climbing:** As well as a basic jump that can suffice for everything from hopping over a ditch to leaping onto a moving train, this button is also employed to vault or clamber over obstacles in your path such as fences and walls. There are also instances where you can use it to climb to vantage points while exploring, or to occupy favorable high ground before you engage nearby adversaries.

★ ✥ **(hold) | Satchel:** Opening your satchel (or your cargo when near your horse) gives you access to the items you currently have in your personal inventory. This enables you not only to heal or restore your attribute cores whenever necessary, but also to view documents or keep track of the collectibles that you gradually acquire.

★ COMMAND LIST ★

The following tables describe the controller commands that can be performed in *Red Dead Redemption 2* with the standard settings.

GENERAL CONTROLS

COMMAND	NOTES
L	Move
R	Adjust the camera angle
L3 / LT	Crouch; pressed simultaneously with R3/RT, activate Eagle Eye
R3 / RT	While selecting a weapon in the wheel menu, maintain (repair) that weapon; pressed simultaneously with L3/LT, activate Eagle Eye; hold to look behind
✕ / A	Hold to run; tap repeatedly to sprint; during cutscenes, hold to skip
□ / X	Tap to jump, vault or climb obstacles; hold to pick up collectibles and search pieces of furniture; while focusing on an animal, tap to draw its attention
△ / Y	Interact with the environment; loot bodies; skin animals; close drawers and doors that you have opened while searching pieces of furniture; hold to rest
L1 / LB	Hold to display the wheel menu; tap to draw or holster your weapon
R1 / RB	Take/exit cover; cycle through different interactions; while focusing on an animal, study it, then show/hide its info
L2 / LT	Hold to trigger interactive conversations with nearby characters
R2 / RT	Tap to draw your weapon; fire weapon
✥	Hold to open your satchel (or cargo when near your horse)
✥	Tap to display the log; hold to check your journal
✥	Whistle
✥	Tap to view your current objective, expand the radar, and display your honor rating as well as information on your environment; hold to change the radar type
▭ / ⊡	Tap to toggle camera view; hold to trigger cinematic camera
OPTIONS / ≡	Display the pause menu; hold to open the map

HORSE-SPECIFIC CONTROLS

COMMAND	NOTES
L	Steer
L3 / LT	Hold while riding to pat your horse
✕ / A	While riding, tap to gallop; hold to follow a companion and match their speed; double tap and tilt L forward while in formation to move up
□ / X	While riding, tap to jump; while on foot, focusing on a horse, tap to calm and pat it
△ / Y	Tap to mount/dismount your horse; while riding, hold to hitch your horse; while on foot, tap to lead a horse that you're focusing on
○ / B	While riding, kick a target to either side; while leading your horse, stop leading
L1 / LB	While riding or on foot near your horse, hold to view the weapons stored on your mount
R1 / RB	When moving, slow down; when stationary, back up; while riding in formation, double tap and tilt L backward to move down
L2 / LT	While on foot, hold to focus on a nearby horse
✥	While focusing on your horse, brush it
✥	While riding or on foot near your horse, hold to check your horse cargo; while focusing on your horse, feed it
✥	Whistle/call your horse

COMBAT-SPECIFIC CONTROLS

COMMAND	NOTES
L	Tilt to peek out while in cover
R	Adjust the position of your aiming reticle
□ / X	While aiming, tap to dive; during melee combat, tap or hold to block enemy blows; while in cover, transition to the next available cover spot
○ / B	Reload your weapon; tap while unarmed or equipped with a weapon to strike an enemy
△ / Y	During melee combat, grapple your opponent
R3 / RT	While aiming, activate Dead Eye
L1 / LB	Hold to display the weapon wheel, then select a weapon with R and release to equip it; tap to draw/holster your weapon
R1 / RB	Take/exit cover
L2 / LT	Hold to aim your equipped weapon
R2 / RT	Use/fire weapon, either from the hip or more accurately while aiming by holding L2 / LT
✥	While aiming, toggle shoulder view
✥	While aiming, raise your gun to the sky to make a warning shot

MENU-SPECIFIC CONTROLS

COMMAND	NOTES
L & ✥	Menu and map navigation; in the weapon wheel, change ammunition type
L3 / LT	On the map, place/remove a marker
R	In the wheel menu, select an item; on the map, zoom in or out
✕ / A	Confirm selection; on the map, place/remove a waypoint
○ / B	Cancel selection/go back
□ / X	On the map, display the index
L1 / LB	Navigate tabs
R1 / RB	Navigate tabs
L2 / LT	In the wheel menu, navigate the items within the same category; on the map, zoom out
R2 / RT	In the wheel menu, navigate the items within the same category; on the map, zoom in

GAME STRUCTURE

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Red Dead Redemption 2 is a nonlinear adventure set in a massive, feature-packed world.

Between missions and countless other activities, you can freely explore almost every inch of the map, traveling its vast expanses and scouring its numerous points of interest for opportunities that might arise. You will encounter homesteads, hideouts, towns and many other unique settings, each with their own distinctive layouts, ambient events and potential rewards. Whenever your wanderlust is briefly sated, you can also choose to head back to camp to converse with key characters, apply upgrades and appearance changes, or simply sleep in preparation for another long and productive day.

You should note that *there is no right or wrong way to play*. Some will choose to complete the main storyline as quickly as possible, while others will venture off the beaten path and immerse themselves in the environment and incidental events. To help you to plot your own personal journey, this section offers a quick guide to some of the more substantial endeavors that you can get involved with in the world. We also offer advice on certain settings and options that you may wish to adjust in order to suit your gaming preferences.

★ MISSIONS ★

When a mission is available for you to start, a circular blip with the initials of the person you need to see appears on your map and radar. Once you are ready, talk to that individual at the marked location to begin.

The main storyline is divided into chapters, each consisting of a number of missions. These are unlocked gradually as you fulfill specific conditions. This guide features a dedicated Missions chapter (see page 26) where you will find extensive flowcharts revealing the exact unlock requirements for each installment of the story.

When you complete a mission, you obtain a medal that grades your performance. Each mission has a unique set of medal goals: the accolade you receive depends on how many of the goals you manage to fulfill. However, these requirements are only revealed in the Progress ➤ Story menu after you complete an assignment for the first time. They typically require you to complete additional feats, and often entail completing the mission with great speed and accuracy.

Depending on your play style and level of proficiency, it might make sense for you to ignore medal goals when you undertake a story episode for the first time. This will give you greater freedom to explore during a first playthrough, and to deal with adversity and opportunities at your own pace.

You can replay all story missions via the Progress ➤ Story option in the pause menu. Focusing on medal goals during a later attempt will mean that you'll have a better understanding of the structure and layout of each assignment. Naturally, you will also greatly benefit from having honed your skills over the intervening hours.

SAVING

Red Dead Redemption 2 employs an autosave system that automatically records your progress whenever you hit discrete story milestones, after you complete noteworthy feats and challenges, and when your character sleeps at a camp or in a bedroom.

You can also manually record your progress and create additional save files via the Story option in the pause menu (OPTIONS / ☰). This function is restricted during missions and a number of other gameplay activities.

★ FREE ROAMING ★

Outside of missions you are free to roam around and explore the map as you please – and you should, because it's packed with surprises and secrets. While it's possible to just race through the game, speeding towards the conclusion of the main storyline, we suggest that you always make the time to observe and enjoy the sheer beauty of the world.

Whenever you travel over the map, you will regularly run into opportunities of all kinds on your way. These include collectibles and chances to harvest useful items, encounters with enemy gangs or law enforcement, fishing spots, ambushes, and myriad other ambient events.

★ OTHER ACTIVITIES ★

You have access to a wealth of activities in *Red Dead Redemption 2*. These can range from mini-games, to item requests made by other characters, to assignments such as capturing a wanted outlaw.

One thing that you should take into account with these activities is not so much their difficulty, but the distances that you may be required to travel to acquire and complete them. It usually makes sense to fulfill optional objectives whenever you are passing through an area, particularly when you can arrange to start them or bring them to a conclusion *en route* to your next destination.

DIFFICULTY & ACCESSIBILITY

While *Red Dead Redemption 2* does not feature difficulty modes, there are various options and features that you can use to adjust the gameplay experience based on your proficiency and preferences.

Toggle View: If you press ▭/◎ multiple times, you will notice that you cycle between four possible camera positions. The most distant third-person view makes it easier to keep track of your enemies, locate collectibles, and to generally have a better sense of your bearings. Opting for the first-person perspective will offer a profound sense of immersion, but may increase the difficulty of certain activities.

Lock-On Mode: There are a few parameters that you can tweak in the "Pause Menu ➤ Settings ➤ Controls" menu to simplify the process of aiming. This enables you to adjust the exact level of Assisted Aim you require, both when you are on foot and while riding a horse or vehicle. Assisted Aim is a feature where the game will automatically "snap" your reticle to the closest enemy in your direct field of view when you aim your weapon. A "wide" Assisted Aim means that the game will instantly lock on to enemies that are much further away from the direction that your character is facing, greatly decreasing the difficulty of firefights. Conversely, Free Aim removes all targeting assistance – which can make combat significantly more challenging.

Tap Assist: Occasional action sequences require you to hit buttons repeatedly in order to deal with unique scenarios. Tap Assist makes this process easier by requiring fewer button presses, or by enabling you to simply hold the button instead. If you suffer from repetitive strain injuries, carpal tunnel syndrome or any other similar considerations, be sure to visit this option.

Skip Checkpoint: If you struggle with a particular gameplay sequence and fail three times in a row, the game will present an opportunity to skip the checkpoint entirely, effectively moving you one step forward in the mission. This usually means jumping past no more than a minute's worth of gameplay, though there are exceptions.

TRAVELING EFFICIENTLY

When you need to reach a destination quickly, there are ways to optimize or shorten your journey.

★ MAP READING ★

Learning to read your map is a critical skill that you should try to develop early in the story. Before you set off on a long journey, studying the map in advance can help you to shave seconds or even entire minutes from your travel time.

Whenever a mission requires you to reach a location that you have previously visited, the game automatically shows you a recommended path to follow (in the form of a dynamic line on your map) as long as you are riding a horse. The recommended path also appears when you manually place a waypoint, even if you're on foot. While this always defines a reliable route, it is not necessarily the most efficient or fastest option. If you take the time to look at your map, and pay attention to your surroundings as you travel, you'll gradually acquire the ability to take shortcuts and skip areas that might slow your progress significantly.

One important factor to consider is that your map is topographic: it gives a clear sense of the exact elevation of each area of terrain by showing not only surface features, but also a representation of relief with contour lines that connect places of identical elevation.

If your route takes you through flat plains, chances are you will be able to move in a straight line, heading directly for your objective. Should you move through mountains or canyons, the only path available will probably be winding and potentially treacherous in places. Paying attention to the precise topology will also reveal vantage points or tactically-advantageous features that you can make the most of while completing objectives.

★ FAST TRAVEL ★

Certain camp upgrades (see page 143) will give you access to a special map near your bed. If you examine it with △/Y, this opens a Fast Travel menu in which you can choose to jump to key locations that you have visited so far – primarily the main towns and a few other landmarks. Select any of these entries and you will automatically reach the destination in question after a brief cutscene.

As you complete specific story missions early on in the adventure, you will also unlock the possibility to use trains and stagecoaches to be transported almost instantly to any town that you have previously visited; ticket prices vary in accordance with the distance traveled. These features are particularly helpful when you are engaged in travel-intensive activities, such as treasure hunting or resource gathering.

MAPS & MARKERS

★ MAP ★

You can access the map at any time via the pause menu by pressing OPTIONS/≡, or alternatively hold that same button to be taken there directly.

Once on the map screen, your character's position is represented by a small pin that points in the direction faced (◎). You can scroll with L, zoom in or out as required with R (or L2/R2 & LT/RT), and position manual annotations: a waypoint that will also activate a route line with ✕/A, or markers that will highlight multiple locales that you'd like to return to with L3/⬆. A complete index of active or known icons is available by pressing ▢/X.

The map is initially obscured from view. You reveal it gradually by exploring, with text annotations and icons added when you discover new places and animal habitats.

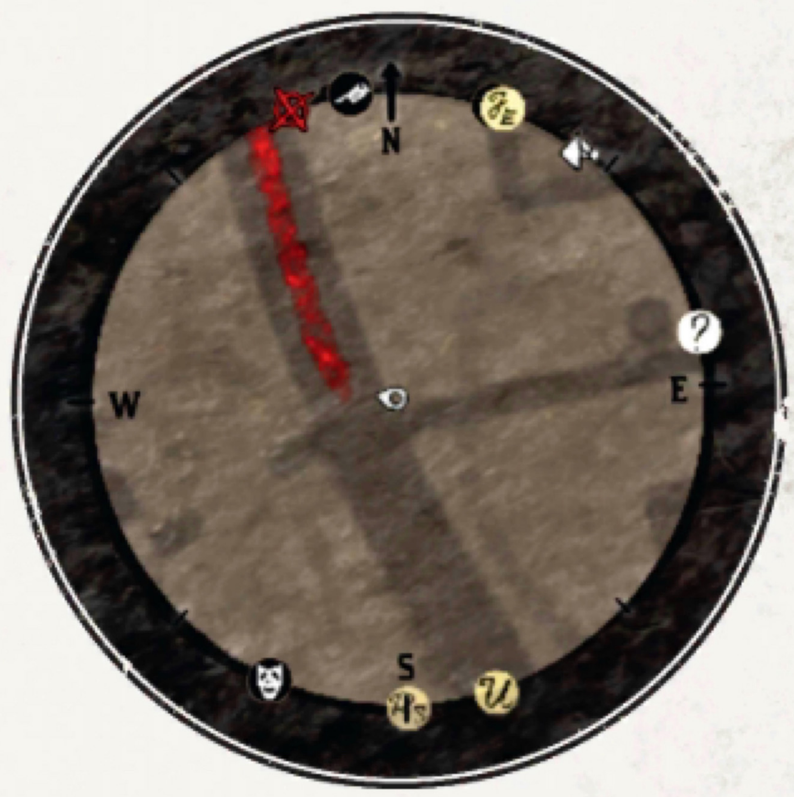
★ RADAR ★

The radar shows a small portion of the main map that corresponds with your immediate surroundings. The four letters on the outer edge are, of course, cardinal directions (**N**orth, **E**ast, **S**outh, **W**est). All other icons that appear here are identical to those found on the main map.

Most icons disappear once out of the mini-map's boundaries, with the notable exception of mission blips, your horse, waypoints and markers, which remain visible at all times. These appear on the radar itself if you are close, or will otherwise rest on its outer rim and gradually fade to indicate their approximate location over longer distances.

Active enemies are represented by red dots on the radar. When they are outside of its range, a red threat indicator on the outer edge illustrates the direction that you must travel to face them – or, conversely, which area to move away from if you wish to avoid a confrontation.

You will occasionally be asked to search specific locations to find items, characters, or animals. These zones are clearly marked in yellow or white on your map and radar. Note that you can expand your radar or turn it into a simple compass by holding ✥.



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★ MAP MARKERS ★

You can manually drop one waypoint and multiple markers on the map with Ⓧ/Ⓐ and Ⓛ3/ respectively. These remain visible on your radar at all times, making them very useful navigational tools. The same commands enable you to remove these annotations if you no longer need them.

MAP & MINI-MAP LEGEND

ICON	MEANING
	Your Character
	Your Horse / Temporary Horse
	Marker
	Waypoint
	Enemy
	Corpse
	Mission Vendor
	Stranger
	Campsite
	Gang's Camp

ICON	MEANING
	Barber
	Butcher
	Doctor
	General Store
	Gunsmith
	Hotel
	Newspaper Seller
	Post Office
	Saloon
	Show

ICON	MEANING
	Stable
	Stagecoach
	Train Station
	Tailor
	Trapper
	Bait Shop
	Five Finger Fillet
	Poker
	Blackjack
	Dominoes

LOCATIONS & LANDMARKS

Red Dead Redemption 2's world is full of opportunities. This section introduces the locations that will be of most relevance to you during the opening hours of your adventure.

Note that certain services (such as shops) are unavailable when their icons are grayed out. A smaller icon inset in the main icon will sometimes appear to offer additional information on its current status. In general, most business premises will be unavailable if you have an active wanted level.

ICON VARIATIONS

ICON	MEANING
	The feature (here, a general store) is available
	The feature is currently unavailable because the business is closed. It will be open if you come back during opening hours
	The feature is currently unavailable because it is locked. It will become available after you reach a specific point in the main storyline **With active wanted level:** the building is closed until the ongoing commotion has subsided
	The feature is available, and something awaits you there – for example, a new product in a store, or a new interaction, and so forth

★ CAMP ★

The Van der Linde gang is usually based in a camp where you can avail yourself of assorted services and fraternize with the other outlaws.

When fellow gang members are marked with an icon featuring their initials (for instance, Ⓓ for Dutch), these correspond to mission starting points. Speak or move close to the character in question to trigger the assignment. Gang members are not mere mission vendors, however. They are permanent inhabitants of the camp, offering countless ambient conversations, anecdotes, and day-to-day scenes that develop the story in more subtle ways.

After completing an early mission for Leopold Strauss you will be able to upgrade various features of the camp itself via the ledger outside Dutch's tent. These upgrades require substantial financial investments, but they lead to significant benefits. These include the possibility to unlock the Fast Travel feature or to improve the range and quality of the free supplies that you can claim when you visit. To increase the camp funds required to purchase such upgrades, you can contribute directly by making donations via the tithing box near the ledger.

CAMP ICONS

ICON	MEANING
	Your tent is where you can sleep, shave, and change clothing
	Pearson is the camp's cook and butcher. By donating hunting spoils to him you can not only feed your group, but also have him craft valuable upgrades for you – including satchels with improved capacity
	Provisions are available at Pearson's wagon
	Ammunition and arms are available at Arthur's wagon
	Health supplies are available at Strauss's wagon
	Camp stew
	Chores are simple activities that you can perform to help the camp
	The ledger enables you to purchase camp upgrades. You can also contribute to the camp funds via the tithing box
	Your personal savings

★ TOWNS ★

Most towns offer all sorts of services and amenities, so it's a good idea to visit them regularly. Some features are initially unavailable; you unlock them by completing specific missions during the adventure's early chapters.

TOWN ICONS

ICON	MEANING
	Towns feature a great number of mission vendors and characters that you can interact with. Some of the former are initially called "strangers" and are marked with a distinctive question mark icon. Visiting them is always a good idea as they will often be the trigger point for an entire chain of events
	Barbers can cut and style your hair and shave your beard, enabling you to change your appearance. This can help you to avoid detection if you have an active bounty and would prefer to avoid potential trouble
	Butchers buy and sell animal parts, used in many recipes
	Doctors are purveyors of tonics and stimulants, used to restore attribute bars for both you and your horse
	General stores sell all kinds of products, such as provisions, hunting and fishing gear, and clothing
	Gunsmiths specialize in weapons and ammunition
	Fences buy and sell illegal merchandise, such as dynamite and moonshine. They also have rare and exotic goods for sale, such as talismans and trinkets
	Hotels enable you to both sleep (to refill your attribute meters and cores) and take baths (to get yourself clean and restore your cores). You can also use the wardrobe to change clothing
	Newspaper sellers do exactly as their name implies, enabling you to stay up to date with the latest events
	You can have your portrait taken at **photo studios**
	Post offices are often (but not always) located at train stations and have two main functions: they enable you to send and receive mail, and to settle any active bounty on your head
	Saloons sell drinks and nutritious meals
	Shows offer entertainment for a modest entry fee
	Stables provide a variety of horse-related services, including the possibility to buy and sell mounts, customize their appearance, or to upgrade their equipment
	Train stations and **stagecoaches** facilitate travel between regions
	Tailors and the **trapper** enable you to purchase new clothing
	Table games available in towns include Five Finger Fillet, Poker, Blackjack and Dominoes

★ THE WILDERNESS ★

Much of the world map in *Red Dead Redemption 2* consists of large and untamed natural expanses, ranging from mountains, to plains, to swamps. As you explore these lands, you will soon find that they are full of dangers and opportunities.

Some of the most common encounters as you travel involve animals, from timid rodents to fearsome bears. All species have their own habitats, making it possible to stalk and avail yourself of their unique resources once you know where and when they might be found. We cover the topic of hunting a little later in this chapter (see page 22).

The world is also full of rivers and lakes that are home to all sorts of fish. As soon as you receive your fishing rod during the second chapter of the adventure, you can lose yourself in this engrossing pursuit, which requires both specific gear and knowledge of where the best fishing spots are (see page 163 for details).

One point to keep in mind when you are in the wilderness is that you can set camp virtually anywhere. Select the camp option in the item wheel and you will create a campfire. This enables you to sleep, which refills your attribute meters, and to craft and cook. You should make it a habit to camp regularly, particularly when you notice that your attribute cores are running low.

Different regions have varying climates, and these can be potentially harmful to your character. Make sure that you change or adapt your outfits accordingly when required, by stopping either at camp or at a tailor's shop. Wearing suitable attire will enable you to prevent the detrimental effects of hot or cold temperatures.

Last but not least, the game follows a day/night cycle, where one in-game day takes 48 minutes in real life (with the exception of your camp, where time flows more slowly). The current time of day has multiple gameplay consequences – for example, some shops or special characters can only be encountered during specific hours, certain missions play out differently during day or night, and various creatures may only be found at particular times. When you need to complete an objective at an exact hour, note that you can pass the time by sleeping at a campfire, in your tent at the gang camp, or by renting a room. You will usually be given three options regarding how long you want to sleep, enabling you to wake up at the most convenient time for you.

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ATTRIBUTES & METERS

There are five main attributes in the game: three exclusive to your character, and two exclusive to your horse.

ATTRIBUTES

ICON	NAME	DESCRIPTION
	Health	The amount of damage that your character can sustain
	Stamina	The level of physical exertion your character can endure, such as when sprinting or jumping
	Dead Eye	The amount of time you can spend in Dead Eye mode
	Horse Stamina	The degree of physical exertion your horse can endure, such as when galloping and jumping
	Horse Health	The amount of damage that your horse can sustain before it falls

These attributes are represented by dynamic meters that appear in the lower-left corner of the screen. Each meter actually consists of two separate gauges: a **main attribute meter**, and an **attribute core**.

★ MAIN ATTRIBUTE METERS ★

Main attribute meters are represented by a circular gauge. They are depleted in accordance with certain actions or events (for example, taking damage will reduce your health meter) and can be replenished by using tonics, sleeping, or through the restorative effect of attribute cores. The latter occurs automatically over time for health and stamina, and with every kill for Dead Eye.

Your character's attribute meters start at a low level but can be improved. As you perform specific actions, you will acquire attribute experience points; when these reach specific milestones, the related attribute will level up and gain an additional meter segment.

★ ATTRIBUTE CORES ★

Cores are the icons that appear inside each attribute meter, and primarily serve as a last-resort extension of the corresponding attribute. If a main attribute meter is fully depleted, additional usage or damage will begin to deplete the core. With the health attribute, exhausting the main meter and its core leads to death.

The secondary function of cores is that they determine the recovery rate of the related attribute meter. When full, you enjoy the maximum possible replenishment speed; if depleted, you will need to wait longer.

This makes cores extremely important. If you sustain damage during battle, for example, having a full health core will enable you to heal fairly quickly: you just have to stay in cover for a moment. The same situation with an almost empty core will prove far more challenging, and will likely require the use of a health tonic if you have one… or a fraught conclusion to your current confrontation.

Cores drain slowly over time through hunger and fatigue. Your stamina core, for example, is a lightning icon that is initially entirely white; as times goes by, however, you will notice that it gradually drains, with depleted sections colored in gray.

In normal conditions, it takes 90 minutes for a core to drain completely. Adverse weather conditions can increase the speed at which they are depleted. Cores, therefore, require regular "maintenance".

★ CORE MAINTENANCE ★

Restoring cores can be achieved by sleeping, bathing, or by eating appropriate food. Note that the game offers a preview of the impact of each item on the affected meters before you actually consume it.

Sleeping is a cheap and convenient way to replenish your cores. The following options are available:

- ★ **Campfires:** After you complete the early story mission "Exit Pursued By A Bruised Ego", you can set up your own camp almost anywhere either by resting (hold △/Y, then press the same button again) or by selecting the camp option at the bottom of the item wheel. Camping gives you access to multiple options, including crafting and sleeping, making this a staple feature that you will use often. Note that you cannot set up camp in towns.
- ★ **Bed:** You can sleep in your own bed at the gang's current camp.
- ★ **Rented Rooms:** Another option is to rent rooms in towns for a flat rate.

For a full guide to attribute cores, see page 167.

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★ HEALTH ★

Health is probably the most straightforward attribute, representing physical integrity. Allowing your character's health meter and core to fully deplete will result in death. Try to always have tonics at hand for emergency situations where you may need to urgently top up this gauge in order to survive.

An easy way to level up this attribute is to regularly perform melee knockouts or thrown weapon kills. Once you have access to a boat, rowing is also an effective method to extend your meter. For a full list of appropriate training methods, see page 167.

★ STAMINA ★

Stamina determines your ability to maintain physical exertion, and requires diligent management.

The most common cause of stamina depletion is sprinting. To minimize the overall drain, switch between maximum speed (by repeatedly tapping ⊗/Ⓐ) and running speed (by holding ⊗/Ⓐ) at regular intervals to enable the meter to refill without unnecessarily encroaching upon the core.

While riding your horse, the same principles apply to its separate stamina gauge. However, when you gallop at full speed by repeatedly tapping ⊗/Ⓐ, you can actually prevent the meter-draining process by pressing the button in sync with your mount's gallop. Mastering the required rhythm won't take too long, and will leave you free to take in the sights as you travel.

A very simple way to level up your stamina meter quickly is to sprint often and for extended periods. See page 167 to study all possible training methods.

★ DEAD EYE ★

Dead Eye is a special skill that enables you to slow down the flow of time while aiming a weapon, giving you a temporary but massive advantage over your enemies.

To trigger Dead Eye, press R3/RT while aiming. The basic way to employ it is to shoot targets manually while enjoying the slow-motion advantage.

After your Dead Eye ability improves early on in the adventure, you can queue attacks on multiple enemies, or hit a particular target numerous times. With Dead Eye active, move the aiming reticle over intended victims and press R1/RB to tag them; when ready, press R2/RT to fire at all specified targets in rapid succession.

To level up this attribute, hone your combat skills to perform long-distance headshots and free-aim kills. For a full list of appropriate training methods, see page 167.

HORSES

Horses are an integral part of the *Red Dead Redemption 2* adventure. Not only do they enable you to move around much faster than you can on foot, they also offer storage opportunities that make it easy to change your equipment when required. You can even use them to carry pelts and captured targets or animal carcasses that you need to transport.

★ SADDLING HORSES ★

If you want to acquire a new horse without purchasing one at a stable, you have two options:

★ You can "break" wild horses to gain their trust. This is achieved by locking on to the horse from a distance (after catching it with your lasso if required) to initiate the calming process. Once the horse allows you to get close, you can calm it, then mount it. Try to stay on its back by tilting Ⓛ in the opposite direction to where it pulls. If you manage to stop it from bucking you off and ride it for a while, it will eventually be tamed and become your temporary horse.

★ You can also steal horses, with the exception of those that belong to fellow gang members, and ride them temporarily.

Horses will only truly become yours if you put your saddle on them – a feature unlocked after a few hours of play in the main storyline. To do so, approach a calm horse with a saddle in hand and hold ✪. You can only have one saddle, and therefore one main horse, at a time. To remove the saddle from your current horse, focus on it (hold L2/LT) then hold ✪.

★ STABLES ★

Stables are available in all major towns. These give you access to the following services:

★ Buying and selling horses.

★ Buying horse care items such as horse food and tonics.

★ Buying or upgrading equipment such as saddles, saddlebags, and stirrups.

★ Keeping up to three horses safely. You could, for example, leave your favored fast horse in a stable while you ride a more resilient steed for an upcoming battle.

★ Customize your horse's appearance and accessories, or rename it.

★ HORSE CARE ★

To keep your horse healthy and happy, you need to keep it fed and clean. A horse's health and stamina cores are affected negatively when it gets hungry or dirty. Hold L1/LB and navigate to the horse wheel menu to select the relevant items.

Nutritious foods such as oatcakes, apples and hay will satisfy your horse's hunger more substantially than treats. Giving these foods to your mount will also increase bonding. Certain herbs and plants picked in the wild can also be fed to your horse. You should avoid overfeeding your mount: indulging it when it is already full can cause it to gain weight – see page 135 for details.

★ HORSE BONDING ★

Bonding represents the level of trust and understanding between you and your horse. Higher levels translate into the following benefits:

★ Improved horse health and stamina, and new commands available.

★ Improved whistle range and response speed when you call your horse, even during combat.

★ Ability to cross deeper water and navigate more challenging terrain.

★ Lower chances for your horse to flee when facing predators.

The following actions will contribute to increased horse bonding:

★ Calming your horse when it's agitated.

★ Patting your horse.

★ Feeding your horse when it's hungry and grooming it when it's dirty.

★ Removing a heavy item stowed on your horse.

★ Leading, riding, and swimming with your horse.

★ Hitching your horse with △/Ⓨ at a hitching post or tree. A hitched horse regenerates its cores more rapidly and cannot wander away.

Some horses will become agitated if they feel threatened or hear loud noises (such as gunshots). Use silent weapons such as the bow to avoid spooking a new mount; its courage will increase as you unlock horse bonding levels.

You can call your horse by whistling with ✪. At first the whistling range is limited, but this will improve as your bonding level increases. Your horse will not respond if it is too far away, stabled, or if you are indoors or at camp.

CRIME

★ CRIMINAL ACTIVITIES ★

As you might expect, your association with the Van der Linde gang will regularly call for you to take part in illegal activities.

ROBBERIES

After you complete the game's first few missions, you unlock the ability to perform robberies at locations such as shops, homesteads and camps. Stealth is sometimes an option, but most daylight activities will require a suitable show of force. Draw your weapon once inside to threaten the occupants; naturally, you can reasonably expect certain individuals to fight back or attempt to involve the law. A successful robbery will be one in which you intimidate or quietly avoid the majority of people in the vicinity, incapacitate potential heroes quickly, and make good your escape without an extended chase.

A little later in the story, it is also possible to hold up stagecoaches and trains loaded with valuables. Talking to certain employees at post offices will give you hints about such potential targets.

LOANSHARKING

Early on in the adventure Leopold Strauss, one of Dutch's gang members, will offer you missions in which you are tasked to "encourage" reluctant debtors to pay up.

Individuals who owe money to the gang are marked on the map with a dollar icon.

BOUNTY HUNTING

Each town has a noticeboard at the depot or sheriff's office, occasionally displaying suspected criminals in the area. You can retrieve posters from these boards to obtain the necessary details, then hunt down bounty targets for rewards.

As a rule, you will receive more honor for bringing in a wanted target alive than by killing them. This requires you to lasso and hogtie them, then deliver them to the local sheriff's office on horseback.

Wanted targets tend to be hidden in well-guarded areas, so it makes sense to prepare your approach and observe the terrain. Some routes can prove much safer than others, be it in terms of cover points or stealth-kill opportunities.

CRIMINAL ACTIVITY OVERVIEW

ICON	MEANING	DESCRIPTION
	Home Robbery	Use either stealth or brute force to steal from the designated target
	Shop Robbery	
	Bank Robbery	
	Stagecoach Robbery	
	Train Robbery	
	Loansharking	Confront debtors who owe money to the gang
	Bounty Hunting	Go after outlaws and bring them back to a sheriff's office, either dead or alive

ILLEGAL MERCHANDISE

Certain "fence" shopkeepers won't trouble you with questions about whether items were legally acquired. These are marked with the icon.

Two fences are specialized in a certain type of goods: one will buy stolen wagons and the other stolen horses. These are unlocked during the early chapters of the storyline.

★ THE HONOR SYSTEM ★

The honor system measures how your actions are perceived in terms of morality by in-game characters. As a general rule of thumb, actions that are considered as honorable (such as rescuing townsfolk from danger or turning in criminals to the law) will add to your honor score; conversely, activities that are considered dishonorable (such as killing innocent civilians and larceny) will impact your honor negatively.

Every time you hit certain honor milestones you achieve a specific rank. Reaching certain ranks will reward you with unique benefits. You can find a complete guide to this system, with a list of all events and actions that impact your honor positively or negatively, on page 170.

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★ WITNESSES ★

Whenever a civilian spots you committing a crime, they may try to report your action to a lawman. If they succeed you will become wanted, causing agents of the law to seek you out. To prevent witnesses from raising the alarm, you can either stop them (focus on them, then press △/Y) or tackle them with ○/B. You then have multiple interaction options to convince them to forget what they saw. They tend to move quickly, so you will need to be decisive in order to catch them.

Dead bodies that you leave in your wake can also prove problematic. If they are sighted and reported, lawmen will come to investigate. Should they spot you during this process, they are unlikely to leap to a conclusion that will work in your favor. This is why it sometimes makes sense to hide cadavers when there's a danger of them being discovered. To do so, approach the corpse and press □/X; you can then convey it to a suitable spot and press the button again to drop it.

Once you have been witnessed taking part in criminal activity in an area, law enforcement will make a note of your current physical description. You can make yourself harder to recognize in the following ways:

- ★ By changing your clothes. You can do this at your lodging, at various shops, in a rented room, or when facing your horse.
- ★ By altering your hair and beard, which you can do in your camp tent or at a barber's shop.
- ★ Wearing a mask or bandana also makes it harder for witnesses to positively identify you, potentially enabling you to talk your way out of trouble if you are interrogated.

★ THE WANTED SYSTEM ★

When you commit crimes that are reported by witnesses, you become wanted by the local authorities and a bounty is placed on your head. Paying your bounty effectively resets the wanted system in a region. You should note, though, that each state in the game tracks its own wanted criminals and bounty levels.

When you have an active wanted level, the area where the law is currently searching for you is represented by a red circle on your map. You can lose your pursuers by escaping, by hiding, or by killing all nearby lawmen (though this final option is both risky and costly, as it will increase your active bounty dramatically).

As a rule, escaping is by far the most sensible option. Whistle your horse if it is within range, then gallop out of the red circle. In many cases you will have lawmen in hot pursuit, but you can often outpace them, or shoot to deter or disable more persistent individuals. Once you are out of the red perimeter, lawmen will continue their search for a short while. As long as you are not identified during that time, you have nothing to fear. It's usually enough to continue galloping away until the coast is clear.

Any bounty placed on your head depends on the gravity of your crime. Murders, jailbreaks and robberies count among the most serious offenses, and therefore lead to the highest bounties.

Your bounty in a state accumulates with each successive illegal act. If you commit further crimes while the law is chasing you, particularly if you kill the forces currently trying to arrest you, reinforcements will be sent – and stronger opponents will gradually join the fray. Though standing your ground at a crime scene and killing all lawmen as they arrive can be exhilarating, it will rarely end well. The chances are that you will soon find yourself overwhelmed by sheer weight of numbers.

After you commit serious crimes and escape, you can reasonably expect posses, marshals and bounty hunters to attempt to waylay you on your journeys through the wilderness. These unexpected encounters will often take you completely by surprise, making them dangerous if you are unprepared.

A bounty can be cancelled by paying it off. This can be achieved by handing over the required sum at any post office.

Note that we study the Wanted system in greater depth on page 174.

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★ THE VAN DER LINDE GANG ★

There are many missions where fellow gang members can fight alongside you, especially when you face large groups of enemies or lawmen. Companions will attack on their own and are experienced gunslingers, but you should not count on them to do all the work for you. It is your contribution to the battle that usually matters most.

Whenever a companion's presence is integral to the flow of a mission, it is your responsibility to protect the individual in question. If they happen to die in a shootout, you will be forced to restart from the previous checkpoint.

★ ENEMY GANGS ★

Red Dead Redemption 2's world is home to many rival gangs of outlaws and misfits. These groups vary in size and structure, but each has its own territory and is unlikely to welcome Dutch's gang on their turf.

Attacking enemy camps is dangerous, but can yield valuable loot if the raid is a success.

CHALLENGES

Challenges are gameplay accomplishments that you complete sequentially. There are nine categories in total:

ICON	CATEGORY	GENERAL DESCRIPTION
	Bandit	Theft and robbery
	Explorer	Treasure hunting
	Gambler	Winning table games
	Herbalist	Crafting and herb-picking
	Master Hunter	Hunting and skinning animals
	Horseman	Horse-riding feats
	Sharpshooter	Shooting feats
	Survivalist	Crafting and fishing
	Weapons Expert	Knife and thrown weapon feats

Each category features ten challenges. Completing all ten within a category will provide various rewards: attribute increases, dollar payments and, more importantly, reinforced equipment that (once unlocked) can be obtained at any trapper shop.

You can expect to complete a number of challenges via natural progression in the adventure. The more advanced ones, however, will typically require much more effort.

You can find a complete list of challenges and all related rewards on page 172.

HUNTING

Animals are valuable natural resources that can be hunted for their meat, hides, and other useful materials.

★ TRACKING ★

The easiest way to track nearby animals is to activate Eagle Eye by simultaneously pressing L3 + R3 / L + R.

In Eagle Eye mode, animal tracks are clearly identified by luminous trails. You can then press R1 / RB to highlight the trails for a while (even after you exit Eagle Eye mode), making them easier to follow.

If you pay attention during Eagle Eye mode, you will also notice a subtle visual effect emanating from your character's body: this represents scent, which is carried by the wind. You can use this information to find out in advance if the prevailing breeze is likely to carry your scent toward your quarry, potentially ruining your approach.

There are additional signs of animal life in the wilderness that you can identify to track species down, without necessarily activating Eagle Eye – including footprints, excrement, or the remains of eaten prey.

Each animal species has specific habitats. You can find annotated maps that detail these on page 149.

★ ANIMAL PARTS ★

Once successfully hunted, most animals in the wilderness can be skinned. You can then decide what to do with the resulting goods.

Depending on their size, animal parts are either stored in your satchel or stowed on your horse by pressing □ / X.

- ★ You can cook and eat many types of meat when you rest at a campfire. Consuming food is one of the most convenient ways to maintain your attribute cores (see page 166 for details).
- ★ You can deliver animal parts and donate them to the gang camp, or take them to butchers in town to sell. Either way, be sure to offload them before they begin to decompose.
- ★ Many animal parts can be sold at general stores and to the trapper, or donated to Pearson to unlock various upgrades, including satchel enhancements.
- ★ Some body parts, such as teeth and claws, have mysterious powers when crafted into talismans – see page 313.

Note that skinning animals will help you to unlock ranks in the Master Hunter set of challenges.

★ HUNTING EQUIPMENT ★

When hunting, you need to choose your weapon carefully to avoid ruining your reward. Carcasses that have been damaged by multiple puncture wounds or other forms of damage are worth less than those that are broadly pristine.

Early on in the adventure, the bow is the hunter's weapon of choice. It enables you to perform clean and quiet kills without scaring away all the animals in the vicinity. For optimal results, try to aim your arrows at the head or neck of your prey. Note that you can call an animal while aiming at it. Doing so just before you release your arrow can help you to land a clean shot when the animal raises its head to look in your direction.

There are specialized types of arrows that can prove extremely helpful when hunting. Of particular interest are small game arrows (to obtain better quality pelts from small prey) and poison arrows (an efficient way to take down big animals quickly).

★ HUNTING ACCESSORIES ★

There are items that you can craft or purchase to help you while hunting:

- ★ **Bait** will attract wild animals, with predators and herbivores responding to different varieties. You can drop it on the ground, then hide nearby: it may take a few minutes for the appropriate creature to take notice. You can also use fresh carcasses to lure certain carnivores.
- ★ **Cover scents** can make it harder for animals to detect your presence, making it easier to sneak closer and catch your prey unawares.

FISHING

Fishing is an engrossing activity with multiple layers of complexity to take into account, from the equipment you use to the habitat of the species you're aiming to catch. We cover this topic in a dedicated section of this book – see page 163. To get you started immediately, though, the following brief introduction will help.

★ BASICS ★

There are many places in the world of *Red Dead Redemption 2* where you can fish. Equip your fishing rod from the item wheel, then select a bait appropriate for the species you intend to catch.

FISHING CONTROLS

COMMAND	EFFECT
L1 / LB	Hold to display the fishing wheel
△ / Y	After catching a fish, press to quick-equip bait
L2 / LT	Hold to grip rod
R2 / RT	With L2 / LT held, hold then release to cast out; press to hook a fish; tap to flick bait
L	With L2 / LT held, move rod
R	Rotate clockwise to reel in
○ / B	Reset cast; cut line

Hold L2 / LT to get a firm grip on the rod, then hold and release R2 / RT to cast out. When you get a firm bite, the fishing rod will be pulled downwards; quickly press R2 / RT to attempt to hook the fish before it can swim away.

Each species approaches the bait differently. Some species nibble cautiously before they take a firm bite; others are more confident and will repeatedly take firm bites. Predators can grab the bait suddenly and without warning, so be ready to react at all times. When a fish makes a meaningful meal of the bait, the bobber gets pulled under the water: this is your cue to strike.

When a hooked fish is struggling, it will aggressively try to escape. Your goal here is to control it by pulling the rod left or right in the opposite direction to the movement of the fish. This will gradually tire your potential catch, making it struggle less. Whenever you notice this, make the most of that window of opportunity to reel in as much fishing line as you can before the fish resumes its fight.

Whenever you reel in and unhook a fish, you can either keep it to eat or sell, or release it back into the water to gain honor if it's still alive. Smaller fish are stored in your satchel while larger specimens can be stowed on your horse.

★ BAITS & LURES ★

Food bait (such as bread) and natural bait (such as worms) are cheap and readily available. That said, you will lose them each time a fish bites – whether it escapes or you catch it. This means that you will regularly need to rebait your hook.

Artificial lures are more expensive than bait, but they can be used more than once. There are different lures that are suited to attracting river, lake, and swamp-dwelling species. After casting out using a lure, keep reeling it in slowly to make it look like a little swimming fish or insect; a stationary lure will not attract any fish. This makes lure fishing harder, but it is the only way to attract larger catches.

★ FISHING TIPS ★

Environmental conditions play a decisive role when fishing:

- ★ As a general rule fish are less likely to see your bait in poor weather, so it makes more sense to attend to other business until the sky is clear.
- ★ Larger fish and rarer species can only be caught using special lures. These can be purchased in stores, most notably the Bait and Tackle shop in the Bayou.
- ★ There are prime fishing spots in the wilderness where larger (and even legendary) species can be found. We reveal their positions and all relevant details on page 164.

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ITEMS & CRAFTING

Red Dead Redemption 2 features a massive range of items and weapons that you can use for all sorts of purposes. This guide offers you dedicated reference chapters for both categories: see pages 300 and 280 respectively.

This section acts as a simple introduction, giving a general description of the types of objects that you will be collecting and using during the opening hours of the story.

★ ITEMS ★

★ **Provisions** are consumables that you can eat, drink or smoke to replenish one or more of your attribute cores, sometimes at the cost of others.

★ **Tonics** are remedies that restore one of your main attribute meters. They also usually grant you the "fortified" status effect, which artificially extends the meter in question for a set duration.

★ **Ingredients** are plants and meat products that can be used for cooking.

★ **Materials** are animal spoils required for crafting.

★ **Kit items** are unique tools with gameplay applications, such as the binoculars that enable you to see over long distances, or the bandana that you can wear to prevent witnesses from identifying you.

★ **Valuables** are precious goods that can be sold or crafted into other items.

★ **Documents** include the numerous letters, pamphlets, maps, and many other items that you will accumulate throughout your adventure.

★ **Horse cargo** corresponds to bodies and pelts stowed on your mount.

★ WEAPONS ★

★ **Pistols** are compact firearms that are not as powerful as revolvers but can hold more ammunition. They can also be reloaded quickly.

★ **Revolvers** are six-chambered sidearms that offer greater damage and accuracy than pistols, but slower reload times.

★ **Rifles** are ranged longarms that offer great accuracy and power, but usually have a low rate of fire.

★ **Repeaters** provide a superior rate of fire and ammunition capacity to rifles, but lower accuracy and damage.

★ **Sniper rifles** grant excellent damage and precision over long distances.

★ **Shotguns** shoot a batch of buckshot. They are effective only when a fight is practically toe-to-toe, though they are peerless when it comes to clearing a room or holding a narrow choke point. They are even more impactful with slug ammunition.

★ The **bow** is a silent and accurate weapon, ideal for stealth kills and hunting. Various kinds of arrows can be crafted and used for specific benefits.

★ **Melee weapons** are perfect for brawls and situations where it's not possible to carry a gun. You can fight with your fists, various knives, and even hatchets and swords.

★ **Throwables** such as throwing knives and tomahawks are an alternative to the bow if you need to eliminate a target quietly. If stealth is not required, volatile area-of-effect weapons such as fire bottles and dynamite can decimate groups of enemies in close proximity.

★ The **lasso** enables you to rope certain animals and to immobilize enemies. This comes in very handy when you're moving in to capture a target that is wanted alive. Once you've temporarily incapacitated someone with a lasso, keep L2/LT held as you approach them and then press ○/B to hogtie them. The hogtied individual can then be looted, picked up, carried, and placed on your horse. Lassoed targets will break free after a short time if you fail to hogtie them. Likewise, hogtied individuals may escape their bonds after a while if left unattended for too long.

WEAPON MAINTENANCE

Weapons require regular maintenance to perform optimally. Taking care of them will enable you to negate any stat reductions due to wear and tear. To restore a weapon to its original state, select it from the weapon wheel and press R3/R then clean it with gun oil – an item available from gunsmiths and from looted enemies. Alternatively, you can pay a gunsmith to clean your weapons for you.

★ AMMUNITION ★

There are many types of ammunition. Some of these possess special properties that can help in specific circumstances.

- ★ **High velocity cartridges** increase range and penetration through enemies.
- ★ **Split point cartridges** cause increased damage on impact.
- ★ **Express and explosive cartridges** maximize your damage output.
- ★ **Small game arrows** enable you to acquire better quality pelts when hunting small animals.
- ★ **Poison arrows** are perfect to take down big animals quickly.
- ★ **Fire arrows** and **dynamite arrows** offer increased damage potential over a wide radius.

You can change the ammunition type currently in use via the weapon wheel: use ✪ while selecting a weapon to browse through the varieties you have to hand.

Ammunition can be obtained in multiple ways:

- ★ Looted from dead enemies.
- ★ Found as a collectible.
- ★ Bought from gunsmiths or general stores.
- ★ You can also create ammunition via crafting.

★ LOADOUT ★

You can only carry a set number of weapons at a time. When you require specific equipment to complete an objective, move close to your horse's saddle and hold L1/LB to display the wheel menu, where you can move through tabs with R1/RB. As you gradually acquire multiple weapons within the same categories, tilt R in the appropriate direction and tap L2/LT or R2/RT to cycle through the available choices.

The weapons you select will be the ones you will be taking with you when you move away from your horse. Choosing the right loadout is vitally important prior to certain missions that might require specialized tools – such as shotguns for crowd control, the bow to perform silent kills, or sniper rifles for long-distance eliminations.

★ SATCHEL ★

All the items that you find, such as provisions and materials, are stored in your satchel. You can access it by holding ✪ to study or use any of the items it contains.

If you bring him the right ingredients, Pearson – the gang's butcher – will offer to craft special satchels with upgraded capacities.

★ CRAFTING ★

You can craft certain items on the go using the crafting tools in your item wheel, but you have access to a wider selection when you are at your camp or a campfire in the wilderness. Crafting is accomplished by using ingredients. These range from herbs and animal parts that you acquire in the wilderness, to items that you purchase in towns. Certain shops also offer crafting services to upgrade your gear – but only if you provide the required materials to the shopkeeper.

Among the many items that you can craft are meals, health cures and tonics for both yourself and your horse, improved ammunition, and equipment.

★ OUTFITS ★

When you encounter harsh weather conditions, it's important to select the right outfit. If you fail to do so, being too hot or too cold will drain your attribute cores very quickly. You can change your clothes at a camp, in a rented room, a tailor's shop, or while near or on your horse.

When you are poised to commit crimes, you can also equip a mask or bandana from the item wheel to hide your face. This will make it more difficult for witnesses to identify you – and, by extension, impede the ability of lawmen to mark you as an outlaw. There are also certain areas where you may need to wear the correct outfit to avoid being recognized.

New clothes can be purchased at various shops or obtained as rewards, and you can also change your hair and facial hair at a barber's shop or at your camp.

★ WHEEL MENU ★

You can display the wheel menu at any time by holding L1/LB, and then move through tabs with R1/RB.

- ★ The **weapon wheel** enables you to switch weapons and ammunition as you see fit.
- ★ The **item wheel** gives you access to your consumables and special items that will be of use to your character.
- ★ The **horse wheel**, which is only available when in close proximity to your mount, features the items required to take care of your horse – as well as your alternative clothes and headwear.

Whenever you display the wheel menu, note that the flow of time slows down but does not stop completely. If you change your loadout in the midst of a shootout, for example, your enemies will continue to fire at you while you're making your adjustments. Note that this also applies to the satchel.

★ UPGRADES ★

You can purchase equipment upgrades from any gunsmith store, enabling you to enjoy bonuses such as increased ammunition capacity and slower weapon degradation.

Though possible only at a later stage of the adventure, completing challenges will enable you to acquire reinforced pieces of equipment that provide superior boons.

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MISSIONS

This chapter details every last step you'll need to take to complete the *Red Dead Redemption 2* storyline, while also highlighting other opportunities that you may wish to explore as and when they become available.

Our coverage for each story chapter begins with a flowchart that reveals the exact availability conditions of all missions, as well as optional tasks and feature unlocks. If you wish to progress in the game with minimal assistance, these diagrams will help you to plan ahead without spoiling major gameplay or plot developments.

If you need additional guidance, each flowchart is followed by traditional mission walkthroughs that will help you overcome all obstacles on the way. These also include optional mission goals that you can complete to obtain the best possible medals (see overleaf).

Most gameplay features are introduced gradually as you play through the opening hours of the story, with tutorials and onscreen prompts providing useful explanations. If you would like a more complete presentation of *Red Dead Redemption 2*'s key systems to get the best possible start, we encourage you to read the Primer chapter: see page 6.

THE STORY SO FAR

The Van der Linde gang have fled from Blackwater into the Grizzly Mountains after a failed robbery. Caught by surprise by a late spring storm, they are desperately looking for shelter to lick their wounds.

This section briefly introduces the principal characters in *Red Dead Redemption 2*. You may wish to watch the story's opening cutscene before you read any further.

DUTCH VAN DER LINDE

The charismatic leader of the Van der Linde gang, Dutch is radically opposed to government control. He values individual liberties above all else and dreams of living an independent existence, appropriating wealth from others and answering to no authority. He is reluctantly starting to realize that the way of life he holds dear is fast becoming an unrealistic proposition.

ARTHUR MORGAN

Dutch's trusted right arm and the story protagonist, Arthur has been a member of the gang since he was a young boy, when he was saved by Dutch – and has followed him ever since. His loyalty to the gang leader has been unwavering in this time, though the recent events at Blackwater have clearly troubled him.

HOSEA MATTHEWS

Hosea is both the most senior member of the gang and Dutch's oldest friend. Intelligent and level-headed, Hosea regularly advises Dutch and is valued for his wisdom. As much as he shares similar ideals, he appears to be much more pragmatic in his understanding of what lies in store for the gang.

JAVIER ESCUELLA

A notorious bounty hunter and Mexican revolutionary from Nuevo Paraiso, Javier was forced to flee his country. He joined the gang four years ago and feels a strong affinity with Dutch's ideals. Very committed, passionate and loyal, he will stick by his leader through thick and thin.

ABIGAIL ROBERTS

Abigail is John's romantic partner and the watchful mother of Jack. An orphan who worked as a prostitute from a very young age, she was introduced to the gang by Uncle five years ago.

JOHN MARSTON

John has been Dutch's protégé since he was 12. He is now at a personal crossroads in his life. Husband in all but lawful status to Abigail, and the father of Jack, he isn't always clear about where his priorities lie. John was badly wounded during the Blackwater events that occur just prior to the beginning of the story.

UNCLE

Not exactly the most productive gang member, Uncle is a whore-monger and drunkard who is always around when the whiskey is open.

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BILL WILLIAMSON

Bill is an ex-cavalry soldier who was dishonorably discharged from the army. He then turned to a life of violence, drinking, intimidation and murder. He met Dutch five years ago and has been a member of his gang ever since. Easily angered and not the brightest of the band, he will do anything for Dutch.

MICAH BELL

Micah has only been with the gang for about five months. A vindictive individual, he always seems to approve of Dutch's decisions.

PINKERTONS

A detective agency established by Allan Pinkerton, the Pinkertons are private agents hired by the US government to track western outlaws such as those from the Van der Linde gang. Well organized and heavily armed, their goal is to put an end to the very lifestyle and ideals pursued by Dutch.

CHAPTER STRUCTURE

Red Dead Redemption 2's main storyline is divided into chapters. Each in-game chapter features a number of missions that are unlocked in a particular order, and sometimes under specific conditions. A new mission, for example, might become available only one in-game hour after you complete another.

Our coverage of every story chapter begins with a large diagram, such as the one you can see on the page to your right. This offers a convenient and comprehensive overview of all available missions, as well as how they are connected.

These diagrams also reveal key features that are unlocked as you progress in the main storyline – such as optional activities, mini-games, interactions with special characters, and even details such as the availability of weapons in gun stores. Each entry comes with a page reference that will lead you straight to the appropriate section of this guide if you require more information.

You might notice that a handful of "stranger missions", which are technically optional, are covered here rather than in the Exploration chapter dedicated to such events and opportunities. This is because these specific stories are connected to the main plot, and are time-sensitive; should you fail to complete them before you reach particular story milestones, you will miss them altogether.

The pages that follow each diagram feature walkthroughs for every individual mission that is part of the chapter in question. Should you struggle with a particular scene, or need assistance to secure the best rewards, this is where you will find step-by-step guidance. Each mission walkthrough includes a map annotated with numbers. These same numbers are used as paragraph headings in the text, which should help you to find your bearings instantly.

MEDAL GOALS

Most main story missions in *Red Dead Redemption 2* have hidden medal goals that are not revealed by the game during your initial playthrough. If your primary task is to rob a bank, for instance, a set of optional goals might require you to do so within a specific time limit while maintaining a high level of accuracy during shootouts.

The medal you receive upon mission completion depends on how many optional goals you have fulfilled.

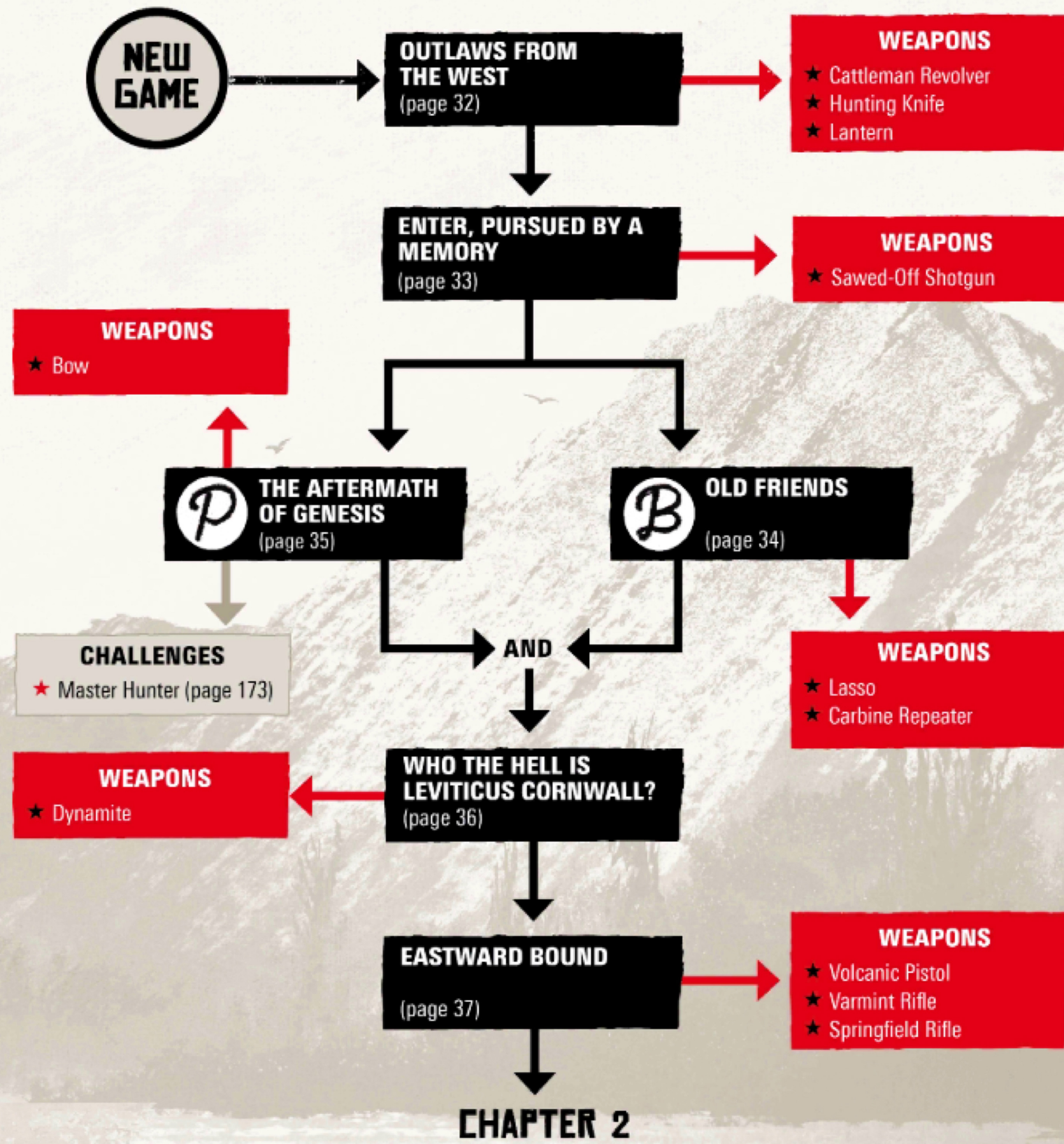
MEDAL AWARD RULES

MEDAL RANK	REQUIREMENTS
	Awarded if you complete a mission with all optional goals fulfilled
	Awarded if you complete a mission with at least half of the optional goals fulfilled
	Awarded if you complete a mission with less than half of the optional goals fulfilled

Though we cover these optional objectives throughout the chapter, we invite you to read the following advice before you go any further:

- ★ As we explain in the Primer chapter, we wholeheartedly recommend that you play at your own pace instead of attempting to complete all medal goals on a first playthrough. They are *far* easier to secure via later replays when you are familiar with each mission.
- ★ If you are aspiring to reach what the game defines as total completion, note that it is not necessary to achieve all medal goals.
- ★ You can replay missions to try your hand at the medal goals via the Progress ➤ Story option in the pause menu. The best time to do this, we would suggest, is after you reach the end of the main storyline.
- ★ If you manage to receive a total of 70 gold medals (in any missions), you will unlock the "Gold Rush" Trophy/Achievement (see page 334).

CHAPTER 1: COLTER



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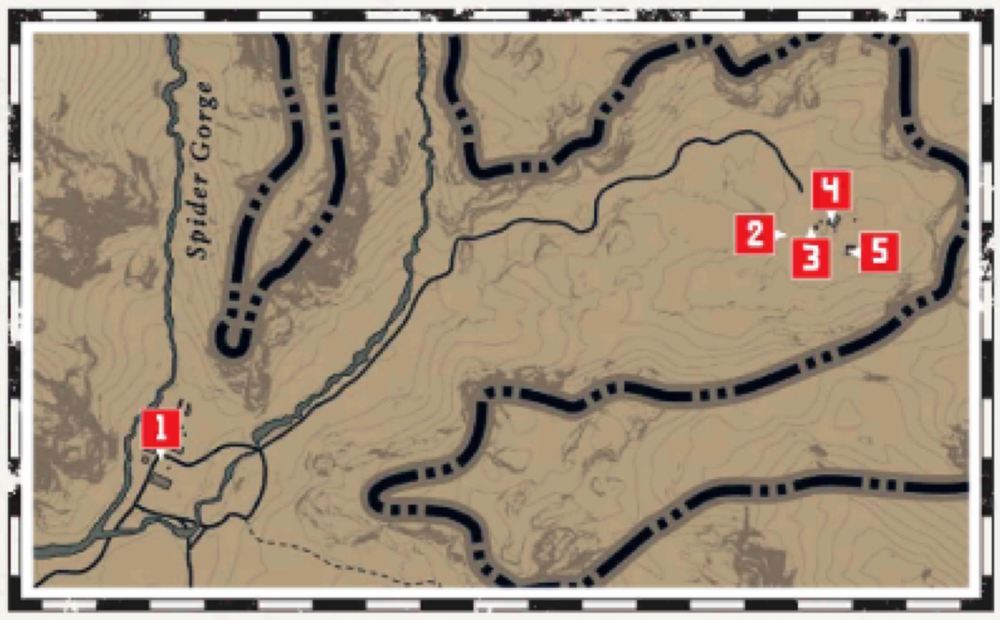
IMPORTANT NOTE ON TROPHIES & ACHIEVEMENTS

If you are an ardent completionist, it's important to bear in mind that a handful of Trophies and Achievements can only be unlocked if you attend to certain tasks at specific points in the storyline. These are documented in the following table.

TIME-SENSITIVE TROPHIES / ACHIEVEMENTS

ICON	TROPHY/ACHIEVEMENT	REQUIREMENT	NOTES
	Friends with Benefits	Complete a companion activity in each camp	See page 146 for a complete rundown of all companion activities. Every time the Van der Linde gang relocates during the course of the story, be sure to complete one of them.
	Errand Boy	Complete five item requests for fellow gang members	See page 145 for a full list of possible item requests. Most of these are available from Chapter 2 to Chapter 4.
	Breaking and Entering	Recover the stash from four homesteads	Two home robberies are time-sensitive. You can find a complete overview on page 182.
	Give to the Poor	Donate $250 to the gang's tithing box	Make sure you take the time to deposit the required sum before the end of Chapter 4.
	Lending a Hand	Complete all optional honor missions	The main storyline features a number of missions that you are free to accept or decline. We cover all of these assignments and their availability conditions in the pages that follow.

★ OUTLAWS FROM THE WEST ★



Medal Goals	★ Take no damage during the shootout ★ Loot six or more items from Adler Ranch ★ Finish with at least 80% accuracy
Notes	The main challenge here is to take no damage during the shootout. Stay in cover until opportunities arise to quickly pop out and eliminate one target at a time.

1 After the opening cutscene, hold ⊗/Ⓐ and tilt Ⓛ as required to keep up with Dutch. Take note of onscreen instructions as they appear.

2

When you reach the homestead, hitch your horse by holding △/Ⓨ, then follow Dutch on foot. Take cover in the shed on your left (R1/RB) once instructed to do so.

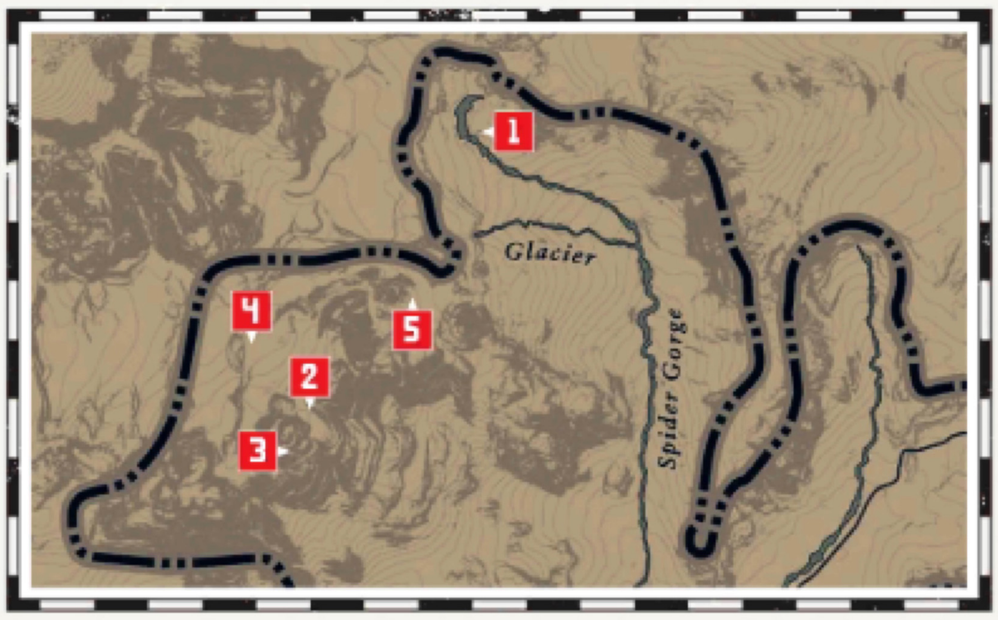
3

After looking in the direction of Micah (Ⓡ), equip your revolver: hold L1/LB and tilt Ⓡ upward, then release. You now need to protect Dutch by eliminating the men that are threatening him. Hold L2/LT to aim your weapon at one of them, adjust the reticle on your target with Ⓡ, then open fire with R2/RT. Stay in cover and pick off enemies until the coast is clear. Note that one of them will appear on the upper level, and another from the outhouse on your left, requiring you to aim accordingly. You can safely ignore the O'Driscoll that runs away; killing him would only lower your honor.

4 Follow Dutch into the house and hold □/Ⓧ to pick up all available collectibles, including those found inside furniture and upstairs. Hold ✥ when the onscreen prompt appears to open your satchel and eat some of your provisions (such as baked beans). This will restore a portion of your health core, increasing your health recovery rate – see page 16 for more details on this topic.

5 Back outside, walk to the nearby barn and open the door with △/Ⓨ. Head inside, then press ○/Ⓑ repeatedly to subdue your opponent. Hold L2/LT and follow the onscreen instructions to interrogate him once he's down, before picking up your weapon and hat. After you have dealt with the O'Driscoll, hold L2/LT to focus on the horse in the barn then slowly approach while calming it with □/Ⓧ. Lead it with △/Ⓨ, hitch it on a post, then enter the cabin.

★ ENTER, PURSUED BY A MEMORY ★



Medal Goals	★ Finish with at least 80% accuracy ★ Kill all the wolves without taking any damage
Notes	Avoiding damage can be tough, especially during the first encounter. Try to take out at least one wolf from a distance as they run down the hill. It might also help to stay close to Javier, despite his complaints: the wolves will prioritize him, leaving you with more time to target them. Be quick, though, as Javier will not survive many bites.

CRAFTING

Though crafting is only unlocked at the end of Chapter 1, you can already make a habit of collecting resources whenever you encounter them during your travels. Even if you don't need everything that you gradually amass, you can still profit by selling surplus items – and therefore bankroll other things that will benefit you.

Crafting is achieved by using ingredients such as herbs and animal parts that you acquire in the wilderness, and items that you purchase in towns. Certain shops also offer crafting services that enable you to upgrade your gear if you deliver the requisite materials to the shopkeeper.

You can read an introduction to the crafting system on page 24 of the Primer chapter.

1 Follow Javier on horseback until you automatically get down from your horse.

2 Approach the saddle and open the wheel menu by holding L1/LB: tilt R upward to select sidearms, then simultaneously press L2/LT or R2/RT to select the sawed-off shotgun. Release L1/LB to equip the weapon.

3 Follow Javier on foot, crouching with L3/L1 when the button prompt appears. After you trigger a cutscene, walk up the hill.

4

When you are attacked by wolves, draw them to you with □/X and open fire as soon as they are within range; note how the reticle turns red. Ideally you should aim for the head, but their movement speed makes this difficult. Focus on one at a time by holding L2/LT and shoot until it falls. Be ready to dive sideways with □/X whenever they attack you.

5

As you ride back toward the camp, more wolves will attack you. Open fire as they surround Javier and John; once again, aim for the head if possible for quicker takedowns. The rest of the ride should pass without incident.

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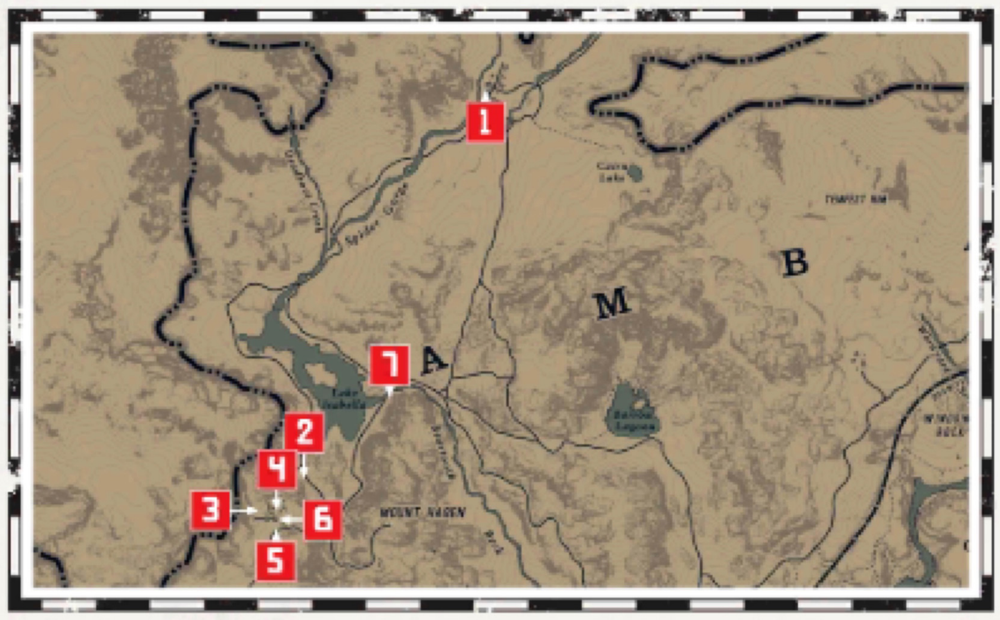
★ OLD FRIENDS ★



Medal Goals	★ Get 15 headshots ★ Catch and hogtie Kieran in under 45 seconds ★ Complete the mission in under 15 minutes 30 seconds ★ Kill three O'Driscolls in the same Dead Eye use ★ Complete the mission without using any health items
Notes	These objectives are not complicated, but they do call upon skills that require a fair amount of practice. To kill three enemies in the same Dead Eye instance, you need to "tag" them by moving the aiming reticle to their heads; once all three have been marked, tap R2/RT to fire at the targets in rapid succession.

1 Head to the marker at the Colter camp to initiate this mission, then follow Dutch.

2 When you are instructed to retrieve the repeater from your horse, move to the saddle and hold L1/LB when in close proximity. Like before, tilt R in the relevant direction (here, to the left for longarm shoulder weapons) to select your loadout, then release L1/LB. When you own multiple weapons within one category, use L2/LT and R2/RT to cycle through them. For this mission, we suggest you take the carbine repeater and the cattleman revolver. As a rule, it's always wise to review your loadout whenever you expect intense battles to occur. Having the right weapons with you will often make your life significantly easier.

3 Follow Dutch until he asks you to crouch (L3/L), then get in cover (R1/RB) near him. During the conversation, hold L2/LT and choose to take the lead with □/X. This will give you full control over how and when you choose to initiate hostilities. Carefully adjust your aim to take down the first enemy with a clean headshot.

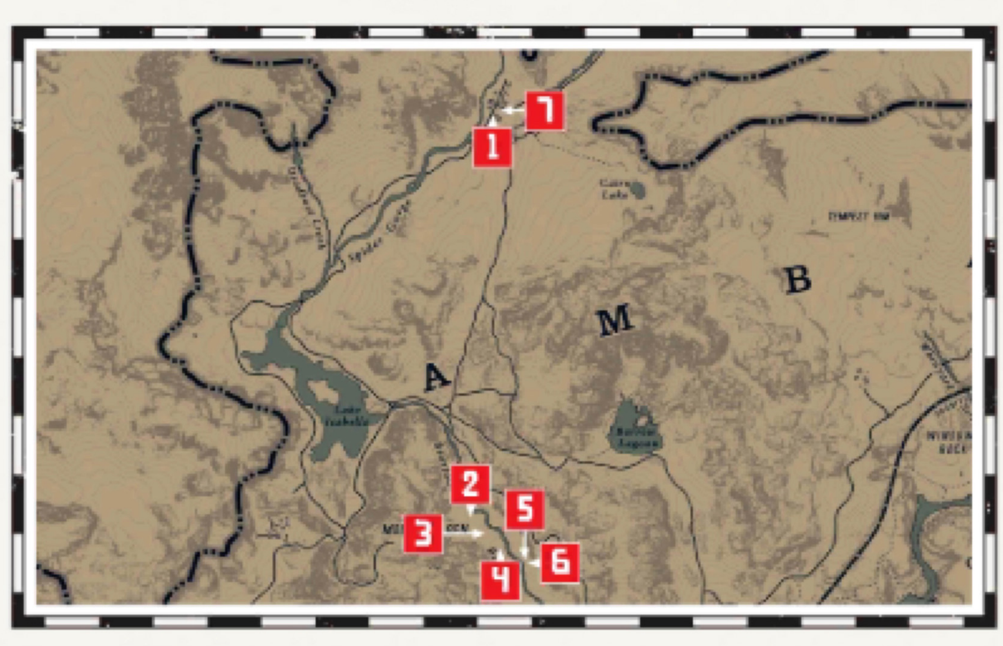
4 This battle involves multiple allies and enemies. Move from one cover position to the next with due caution, regularly reloading with ○/B when you are safe. Keep track of where the O'Driscolls are

located on your radar: their positions are marked with red dots, or red segments that indicate their approximate location when they are out radar range. Pay attention to elevated vantage points, such as the water tower: these are prime positions for enemies to appear. Be careful not to overlook them.

5 After the initial assault, loot the bodies of some of your victims. A second wave of O'Driscolls will soon attack from the forest; this serves as a formal introduction to the Dead Eye feature. Activate it with R3/L while aiming your weapon to trigger a slow-motion effect that makes it much easier to target and dispatch your foes. While the ability is active, you automatically "tag" enemies when you move the reticle over them. Press R2/RT to fire at all marked enemies in quick succession. Bear in mind that marking their heads guarantees a clean kill. Dutch will soon ask you how to proceed next. We suggest you choose to defend, as it will give you the advantage of superior cover points during the next stage of the battle. During this entire section, try to stay close to your allies: keeping them alive is a mandatory requirement.

6 Feel free to loot the bodies to top up your ammunition. There are also a handful of items to pick up in the camp. Once you're done, head to the area marked in yellow on your map and radar to find more items to retrieve and, more importantly, dynamite in the large red crate.

Follow Dutch during the ride back to camp, then start chasing the man as soon as Dutch asks you to. During your approach, select the lasso in the weapon wheel; you need to take him back alive. Once you are close enough, aim at the O'Driscoll by holding L2/LT and throw the lasso with R2/RT. Keep L2/LT held at all times, even when your target falls to the ground, then dismount and walk to him. Press ○/B at close range to hogtie him, rendering the man completely harmless. Pick him up and stow him on your horse, then head back to camp and carry your prisoner to the highlighted area to complete the mission.



★ THE AFTERMATH OF GENESIS ★

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Medal Goals	★ Kill each deer with one arrow ★ Do not spook either deer ★ Get a clean kill on the second deer
Notes	As long as you crouch-walk at all times, remain out of sight, and secure headshots on the first attempt, you should complete all of these objectives.

1 You will trigger this mission by greeting Pearson at camp: hold L2/LT while next to him, then press □/✕.

2 Follow Charles until you automatically dismount. Retrieve your bow from your horse's saddle before you begin the search for deer in the vicinity.

3

There are deer tracks in front of Charles. Crouch-walk as you follow them to make as little noise as possible. If you struggle to identify them, press L3/LT and R3/RT simultaneously: this will activate Eagle Eye, which heightens your instincts. In Eagle Eye mode, points of interest such as animal tracks are highlighted. You can even choose to "lock" these tracks with R1/RB to keep them visible for a time after you disable Eagle Eye.

4

When you spot the first deer, equip your bow and aim at the animal by holding L2/LT. Press and hold R2/RT to draw the string until it is taut (pay attention to the sounds) to increase power, but be sure to release the arrow before your stamina is depleted. Aim to hit the deer's head or neck to secure a clean kill. Such "perfect" kills lead to hunting spoils of optimal condition – and, therefore, greater value.

5

The second deer is on the other side of the river. Activate Eagle Eye again to locate its tracks, then slay it in the same fashion.

6 Pick up either of the carcasses by holding □/✕, then press ✥ to whistle your horse. The range of this call is initially limited, but will improve over time as the bond with a steed grows (see page 18 for details). Stow the deer on the back of your horse before riding back to camp with Charles.

7 Drop the carcass in Pearson's kitchen, then hold △/Y to skin the animal and complete the mission.

★ WHO THE HELL IS LEVITICUS CORNWALL? ★

Medal Goals	★ Save Lenny when he is hanging from the train ★ After stopping the train, take out the guards within one minute 30 seconds ★ Take no damage during the shootout ★ Get ten headshots ★ Complete the mission without using any health items
Notes	These requirements are all about accuracy and efficiency. The key scene is the shootout that occurs after you stop the train. Make sure you remain in cover at all times, moving to secure quick individual kills when nobody is firing at you. Mastery of headshots is a real boon here.

1 Follow Dutch as he explains the plan.

When you reach the robbery site, ride down toward the water tower to check on Bill. After your brief conversation, pick up the spool by holding □/X, then walk to the nearby detonator to connect it with △/Y. Once you're done, ride back up to Dutch on the cliff above the tunnel. Don't forget to select your loadout before the robbery begins. The cattleman revolver and carbine repeater are excellent choices here. You should also take the time to conceal your face with a bandana: hold L1/LB to display the wheel menu, then switch to the item wheel with R1/RB, tilt R toward the bottom-left, then release L1/LB.

Once the train arrives, sprint to the overhang and jump on the train. Move to the side and hold △/Y to grab Lenny. Tap ✕/A repeatedly to pull him up.

4 Head toward the front of the train. After Lenny incapacitates the first guard, you can ask him to eliminate the second one, or do so yourself. Crouch-walking to him to perform a silent melee takedown is an option, though a headshot with any weapon works just as well. You will need to get rid of a few more men as you progress. Be sure to take cover if you're not confident that you can eliminate them swiftly.

5 When an enemy grapples with you at the front of the train, press ○/B repeatedly to break free and knock him down. You should then head to the front of the engine car and press △/Y to pull the brakes.

6 As soon as the train stops, take cover behind the nearby rock and pick off the enemies one after the other. They will soon be joined by a second wave coming from the back of the train. Carefully move towards them from one cover point to the next until the last adversary falls.

After you are joined by the rest of the gang, walk to Bill to take some dynamite and place it on the carriage door with R2/RT. Light the fuse with △/Y then retreat to a suitable distance before it explodes. Get on the train and search the carriage thoroughly to obtain various collectibles. Your main objective is the lock box in the cabinet at the back of the carriage; hold △/Y to open it and retrieve the bonds inside. Back outside, deal with the guards as you see fit. If you decide to get them back on the train rather than kill them, make your way to the engine car. Note that you are free to loot all the bodies and search the carriages to secure more collectibles. Start the train with △/Y to complete the mission.

★ EASTWARD BOUND ★

Medal Goals	★ Pick up Javier when you enter Horseshoe Overlook ★ Complete the mission within six minutes
Notes	Javier awaits just before the camp's entrance, your final destination. Stop the wagon close to him to pick him up.

1 Follow the rest of the caravan until a cutscene is triggered.

2 Pick up the broken wheel by tilting Ⓛ forward and roll it back toward the wagon. Bash it a few times with Ⓧ/Ⓐ to put it back into place.

Get into the driving seat with Ⓐ/Ⓨ. The rest of the journey to Horseshoe Overlook should be entirely uneventful. Don't forget to pick up Javier just before you reach your destination.

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CHAPTER 2: HORSESHOE OVERLOOK

WHO IS NOT WITHOUT SIN (page 42)

TABLE GAMES
- ★ Poker (page 220)

SPECIAL COLLECTIBLES
- ★ Cigarette Cards (page 199)

Any one mission complete

EXIT PURSUED BY A BRUISED EGO (page 46)

ACTIVITIES
- ★ Hunting – Charles (page 146)

SHOPS
- ★ Stables (page 18)

POLITE SOCIETY, VALENTINE STYLE (page 40)

GOOD, HONEST, SNAKE OIL (page 48)
- ★ Wait for two in-game hours after completing "A Quiet Time"
- ★ Time-sensitive: last chance in Chapter 6!

WEAPONS
- ★ Tomahawk

ACTIVITIES
- ★ Home Robbery – Javier (page 182)

AMERICANS AT REST (page 41)

THE FIRST SHALL BE LAST (page 43)

AND

POURING FORTH OIL I – III* (page 50)

* Part III skips if it is the only mission available or should four in-game hours pass while it is active

After two in-game-hours

WEAPONS
- ★ Double-Barreled Shotgun
- ★ Throwing Knife

PAYING A SOCIAL CALL (page 44)

AND

WE LOVED ONCE AND TRUE – I (page 48)

After "Eastward Bound"

MONEY LENDING & OTHER SINS – I & II (page 45)

MONEY LENDING & OTHER SINS – III (page 46)

STRANGERS
- ★ Arcadia for Amateurs (page 186)*
- ★ American Dreams (page 191)**
- ★ The Smell of the Grease Paint (page 186)
- ★ Fundraiser (page 186)
- ★ A Fine Night For It (page 191)***
- ★ The Noblest of Men, and a Woman (page 192)****

ACTIVITIES
- ★ Home Robberies (page 180)
- ★ Shop Robberies (page 181)
- ★ Challenges (all except "Survivalist") (page 171)
- ★ Table Games (page 220)
- ★ Multiple Special Characters (page 228)

TREASURE HUNTS
- ★ Jack Hall Gang (page 196)
- ★ High Stakes Treasure (page 197)
- ★ Le Tresor des Morts (Pre-Order Bonus) (page 198)

SPECIAL COLLECTIBLES
- ★ Dinosaur Bones (page 208)
- ★ Rock Carvings (page 210)

SHOPS
- ★ Gunsmith (page 286)
- ★ Barber Shop (page 326)
- ★ General Store (page 324)
- ★ Tailor (page 328)
- ★ Fence (page 326)
- ★ Doctor (page 327)

A QUIET TIME (page 45)

Complete "Paying a Social Call"

* Unavailable between "Dear Uncle Tacitus – I" and "Fleeting Joy"
** Complete the three "Murder Scene" chance encounters
*** Complete one of the "Torch Procession", "Stalking Shadows", "Spooked Horse", "Voice" Chance Encounters
**** Unavailable during "The Sheep and the Goats"

THE STORY SO FAR

After a failed robbery, Dutch's gang fled from Blackwater into the Grizzly Mountains, where a late spring storm left them half frozen and starving. Holed up in an abandoned mining town, they licked their wounds before finally catching a break. After stealing documents from the rival O'Driscoll gang, Arthur and his companions were able to rob a train and seize bonds from a powerful local figure – a railway magnate called Leviticus Cornwall. Seizing the opportunity of a lull in the storm, the gang decided to move east to a new camp location: Horseshoe Overlook.

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Move at least 350m away and return to camp to trigger a conversation with Ms Grimshaw

THE SPINES OF AMERICA (page 49)

SHOPS
★ Emerald Ranch Wagon Fence (page 287)

BOUNTY HUNTING
★ Ellie Anne Swan (page 184)
★ Lindsey Wofford (page 184)

After one in-game hour

POURING FORTH OIL – IV (page 50)

WEAPONS
★ Pump-Action Shotgun

WE LOVED ONCE AND TRUE – II (page 48)

WE LOVED ONCE AND TRUE – III (page 48)

After one in-game hour

AND

THE SHEEP AND THE GOATS (page 52)

WEAPONS
★ Rolling Block Rifle

AND

A STRANGE KINDNESS (page 53)

WEAPONS
★ Double-Action Revolver

AND

A FISHER OF MEN (page 52)

CHALLENGES
★ Survivalist (page 173)

ACTIVITIES
★ Fishing (page 163)

BLESSED ARE THE MEEK? (page 47)

WEAPONS
★ Schofield Revolver

BOUNTY HUNTING
★ Joshua Brown (page 184)

Complete "Good, Honest, Snake Oil"

AN AMERICAN PASTORAL SCENE* (page 51)

* Can either be completed in Chapter 2 or 3; will be unlocked after completing "A Strange Kindness" (if not unlocked previously)

WEAPONS
★ Lancaster Repeater

After 12 in-game hours

If only one mission open

CHAPTER 3

★ POLITE SOCIETY, VALENTINE STYLE ★

Medal Goals	★ Return the lost wagon horse to its owner ★ Find Karen in under 45 seconds
Notes	These requirements are entirely straightforward. Head straight for room 2B upstairs once you enter the hotel to find Karen within the allotted time.

Speak to Uncle at the edge of the camp to trigger this mission, then follow the waypoint as you ride toward Valentine. Note that you can help the coach driver to get his horse back if you wish. This optional objective serves as a refresher course on how to calm horses: approach while focusing on it by holding L2/LT, then press □/X until you can lead it back to its owner (△/Y).

2 Once in Valentine, follow Uncle and the various onscreen markers and objectives until a stranger assaults Tilly. Walk over and intervene to rescue her.

Next, head inside the hotel and make your way to room 2B upstairs. Kick the door, knock out the man inside with melee attacks (○/B), then follow Karen back outside.

4 As soon as the man who recognizes you starts to flee, borrow a nearby horse and chase him. Tap ⊗/A repeatedly to gallop at maximum speed; remember that timing your presses to match the rhythm of your horse's hooves will enable you to avoid stamina loss. If you lose sight of your target, a red segment on the outer rim of your radar will indicate his general whereabouts.

5 The man will eventually fall from his mount and end up hanging from a cliff. You are free to either save him or let him die. Both outcomes end the mission, though your decision will lead to a gain or decrease in honor (see page 19 for details). Note that you can then return the borrowed horse to its owner in Valentine for an honor gain.

★ AMERICANS AT REST ★

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Medal Goals	★ Save Javier within 15 seconds ★ Defeat Tommy within one minute 30 seconds
Notes	Follow the advice detailed in the accompanying walkthrough.

1 Meet Javier and Charles at the waypoint in the saloon. Punch with ◎/Ⓑ during the brawl that ensues, but be ready to pay attention when new fighting mechanics are introduced (see the nearby box-out for details). After taking down your first opponent, you can assist your three companions.

2

After the brief cutscene, deal with the man restraining you by tapping ◎/Ⓑ repeatedly. You now need to rush to help Javier, who is being attacked by the giant who walked down the stairs.

3

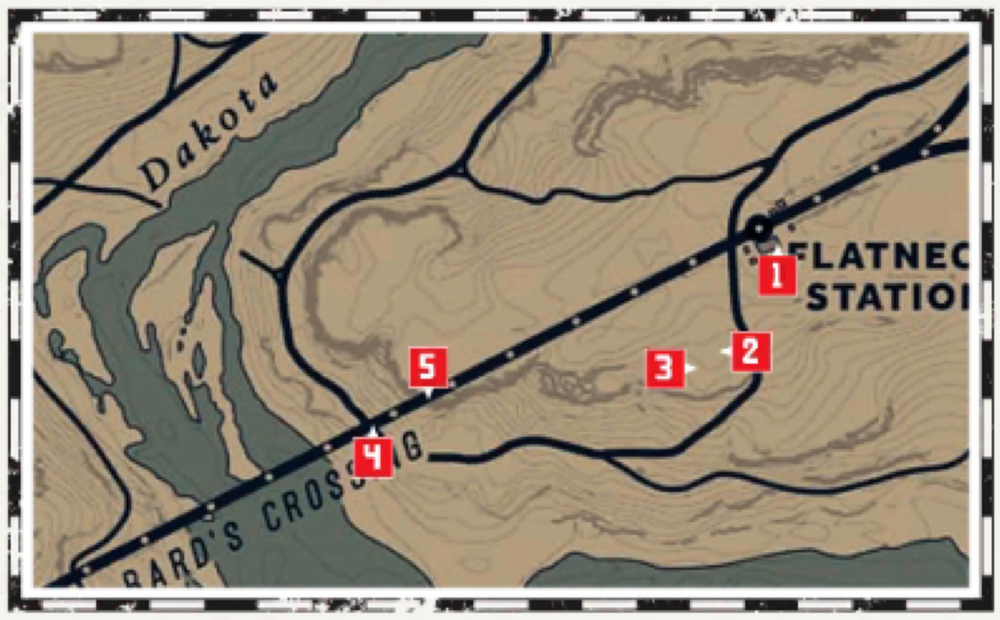
This individual, Tommy, is a much more dangerous pugilist than those you have fought before now. Punching him relentlessly will simply not work, so you need to opt for astute counterattacks: focus on blocking his attacks, then swiftly hit him with a punch or two when an opening presents itself – and repeat. Mash ◎/Ⓑ to break free should he manage to grab you.

NEW MELEE MECHANICS

The "Americans at Rest" mission introduces two new moves that you can use during brawls.

★ Press ◻/Ⓧ to block incoming assaults. This is an essential skill that you will need to employ when you face skilled or resilient foes who are more likely to counter your blows. In such situations, avoid taking the initiative: most of the time your opponent will deflect your jab or, worse, punish you with a counter. Instead, let him attack you and, before his blow lands, block: this will briefly leave him exposed to a couple of quick punches. Repeat this sequence multiple times and your opponent will soon fall. Note that pressing ◻/Ⓧ (with L2/LT held and Ⓛ tilted in a direction) with the right timing enables you to dodge a blow: you can then counterattack while your opponent is off-balance.

★ You can grapple enemies with △/Ⓨ. You then have three options: releasing them by pressing ◻/Ⓧ, choking them by holding △/Ⓨ, and punching them (repeatedly if you want) with ◎/Ⓑ.



Medal Goals	★ Win two hands of poker ★ Return Swanson to camp within two minutes five seconds
Notes	As long as you sprint on foot and gallop while on horseback, the time-sensitive requirement should pose no particular difficulty.

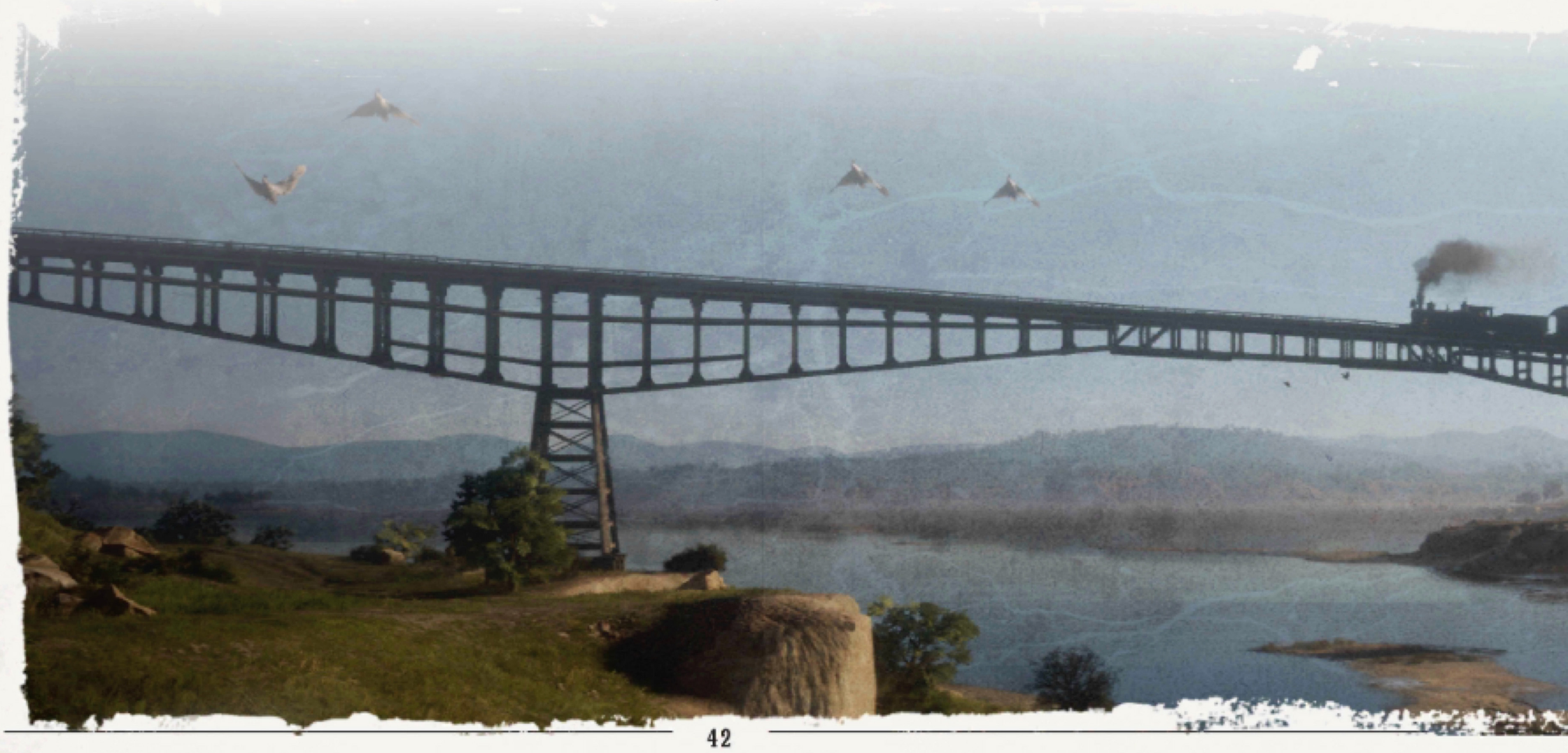
1 Head to Flatneck Station, just southwest of the camp, and look for Reverend Swanson inside the building. If you would like an introduction to poker, accept the man's invitation; you can find a detailed guide to the game on page 220.

2 Back outside, look for the reverend in the highlighted area. You can talk to two characters outside the station to get directions. Once you've found him, you have to knock out his creditor. Much like Tommy in "Americans at Rest", this is not your average opponent, so you need to adopt defensive tactics. Allow him to attack you first and block with □/✕, then immediately follow up with a brief flurry of punches.

3 When the creditor falls, you will notice that a passer-by saw your deeds. If you let this witness report your crime, you will become wanted and a bounty will be placed on your head. This acts as an introduction to the Wanted system (see page 20). For now, all you need to know is that you can stop witnesses before they report illegal activities, but you will need to give chase immediately. In this instance, sprint or gallop after the man and hold L2/LT to interact with him. Select "Stop Witness" (△/Y), then threaten with the same button. Alternatively, you can beat him, rob him, or perform a warning shot by aiming and tapping ✪ before pressing the trigger.

Reverend Swanson can be found at the nearby viaduct, and you need to act swiftly: sprint to his position and help him to release his foot by tilting L forward and press ✕/A repeatedly.

5 After the cutscene, pick up Swanson and stow him on your horse. Ride back to camp, hitch your mount at the marked location, then finally drop the reverend off in his bed to complete the mission.



★ THE FIRST SHALL BE LAST ★

Medal Goals	★ Silently kill the bounty hunters by the river with Javier ★ Shoot the rope to free Sean ★ Get ten headshots ★ Complete the mission without using any health items
Notes	The tricky part here is to secure ten headshots. Get used to flicking Ⓡ every time you lock on to a target and this should become less intimidating.

1 You need to meet Javier just to the north of Blackwater to initiate this mission. The entire region is in lockdown, meaning that any law enforcement forces will shoot on sight. Stay close to the river to the north to avoid any potential encounters.

2 After the cutscene, mount your horse and head to the highlighted area to the north. Follow the boat as it sails down the river until it moves close to the shore. Observe the scene with your binoculars, then ride with your allies to the riverside.

Cross the river with Javier. Once Trelawny performs his diversion, crouch-walk to reach the two guards and – with your knife in hand – stealth-kill the one on the left.

Your objective is to move up the canyon, running from one cover point to the next and eliminating any foes in range. Look out for snipers, as they can be a nuisance: try to eliminate them with clean headshots when an opportunity arises.

Apply the same strategy when you storm the enemy camp at the top of the canyon: take cover, briefly hop out and lock on to a target (ideally flicking Ⓡ at this precise moment to aim for the head), then fire and switch back to cover – and repeat. Note that you can shoot the rope from which Sean is hanging to rescue him before the battle ends. Cut him free when he's on the ground to end the mission.

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★ PAYING A SOCIAL CALL ★

Medal Goals	★ Silently kill four O'Driscolls ★ Get 12 headshots ★ Finish with at least 80% accuracy ★ Complete the mission without using any health items
Notes	If you eliminate all the lone O'Driscolls on the camp perimeter with bow headshots, you then only need to carefully and methodically take out the remaining ones from cover during the final shootout to get a perfect result.

1 Speak to Kieran, the O'Driscoll tied to a tree at your camp, to begin this assignment. Follow him and John on horseback until you reach the Six Point Cabin hideout. Make sure you take the bow, your carbine repeater and your throwing knives with you before you move away from your horse.

2 Your priority here is to remain incognito, which is easier to achieve by taking the lead. Start by crouch-walking towards the O'Driscoll who is relieving himself against a tree. Wait until he's done talking to his friends, then take him down silently from behind with your knife in hand. Proceed in the same way with the next two enemies: as you stab one, Bill will kill the other simultaneously. There is one more lone guard that you can kill in the same manner at the bottom of the hill.

Once at the perimeter of the hideout, your goal is to eliminate all O'Driscolls in the area. Though a shootout is a perfectly valid approach, you will make your life much easier by eliminating as many foes as you can with stealth kills in advance. Close-range assaults are impractical here, though, so this is where your bow will come in handy; throwing knives are slightly less reliable due to their limited range. You can eliminate all lone guards without raising the alarm. They are all represented by red dots on your map, making them easy to track.

4 When the only O'Driscolls remaining are those around the campfire, stealth is no longer viable. Choose a suitable cover point, draw your carbine repeater, then open hostilities with a clean headshot. The rest of the battle should pose no particular problems. Head to the cabin when the coast is clear.

5 After the cutscene, search the cabin. In addition to the various supplies available, there are a few money clips on the table. Don't forget to examine the chimney and to pick up the double-barreled shotgun hung on it. Open the weapon wheel and press R3/R while selecting the newly-acquired shotgun to display the maintain menu: you can then press □/X to clean it with gun oil. Before you leave, note that there are a few additional items to collect in the camp outside.

★ MONEY LENDING AND OTHER SINS – I & II ★

1 Note that there are no medal goals for this mission. Speak to Strauss at the back of the camp, where he will ask you to retrieve money from debtors. You only need to go after one of them to complete the mission, but taking care of all three will lead to a better payment.

2 **Mr Wróbel** lives in a small house found in the middle of a marked area, just west of camp. Confront him, then loot his house to settle the debt. You can obtain various supplies while there, and even steal his horse from the barn outside.

3 You will find **Chick Matthews** under a wooden canopy in Guthrie Farm, to the west of Emerald Ranch. To identify him, however, you first need to talk to the man sitting on a nearby uprooted tree. Matthews uses this opportunity to get away on horseback. Immediately gallop after him; as soon as you catch up, stop him as you see fit, though we recommend the lasso. This will reward you with a treasure map, which you can examine by selecting it in your satchel.

After viewing the treasure map, head to the waypoint and examine the hole in the tree.

5 **Lilly Millet** sits on a bench by a house at the northern edge of Emerald Ranch, to the east of Valentine. Confront her to trigger a fist fight with Cooper. Focus on defensive tactics and counterattacks to knock him out, then loot him to retrieve the money.

6 Once ready, return to camp and interact with the tithing box located next to Dutch's tent. This unlocks the ledger, a feature that enables you to purchase camp upgrades and to restock supplies. Open it and purchase an upgrade of your choosing – such as the provisions, for example, which will unlock better food items for you to collect. To study the available options, see page 143.

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★ A QUIET TIME ★

Medal Goals	★ Try to make amends with an old rival ★ Catch Lenny in the act ★ Don't get arrested
Notes	Tommy, the old rival, is sitting at a table in the main room while you're looking for Lenny for the first time, while Lenny can be caught in the act in room 1A upstairs when he disappears for the third time. Finally, run on the left side of the alleyway to escape the law, avoiding the wooden barrel before you reach it, then turn right and jump over the fence. Achieving this leads to an alternative ending scene where you wake up in the wilderness.

1 After speaking to Dutch in his tent to begin this mission, mount your horse and head to the Valentine saloon with Lenny.

2 Once inside, lean on the bar with △/Y. The rest of this sequence is best enjoyed without advance notice of what occurs. If by any chance you struggle to locate Lenny in the three instances when he disappears, you will find him first on the walkway upstairs, then on the bar, and finally in the main room.

★ EXIT PURSUED BY A BRUISED EGO ★

Medal Goals	★ Track the bear within one minute 30 seconds ★ Shoot the bear at least six times ★ Complete the mission within 12 minutes
Notes	Tracking the bear and completing the mission quickly is easy when you know where to go in advance on a repeat attempt.

1 Hosea awaits your arrival at camp. Start by removing your saddle from your old horse (hold L2/LT and ✪), then place it on your new one. You can now mount it and follow Hosea to Valentine.

2 Take the horse inside the stable and decide what to do with it. When offered the opportunity to buy a new one, make your decision in accordance with the stats and money that you are prepared to spend. A good mount can really make a difference in the vast *Red Dead Redemption 2* game world, so an upgrade is one of the best investments you can make. Back outside, mount up and follow Hosea again.

3 When Hosea asks you to hunt a rabbit, draw your bow and take down the animal, then set up camp by selecting the corresponding entry in the item wheel. Once seated in front of the fire, follow the onscreen instructions to cook plain game twice, then go to sleep until morning.

4

After a little crafting, get back on your horse and follow Hosea. Don't forget to take your best weapons from your saddle. Look for clues of the legendary animal's presence by activating Eagle Eye (L3+R3/LT+RT). Clues are highlighted by a distinct visual effect; inspect the footprints by holding △/Y. Using Eagle Eye again will then reveal the animal's tracks, which you can highlight with R1/RB. Continue to look for new clues and follow the trail until you trigger a cutscene.

5 Whether you choose to use bait or to split up, you end up facing a huge bear. Fire at will during the automatic Dead Eye moment. Once the coast is clear, check on Hosea to complete the mission. If you feel up to the task, you can now attempt to finish off the bear to defeat your first legendary animal (see page 162).

★ MONEY LENDING AND OTHER SINS – III ★

Medal Goals	★ Complete the mission within two minutes ten seconds
Notes	Beat up Downes to conclude the exchange quickly, then rush back to camp.

1 Search for Thomas Downes in the marked area, just southwest of Valentine. You will find him a short walk from the east of the house. Try to convince him to pay his debts in whichever manner you deem appropriate.

2 After the cutscene, return to Strauss back at camp to complete the mission.

★ BLESSED ARE THE MEEK? ★

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Medal Goals	★ While escaping, kill all mounted lawmen within 55 seconds ★ Get 15 headshots ★ Finish with at least 70% accuracy ★ Complete the mission without using any health items
Notes	Read "The Sharpshooter Technique" to improve your ability to perform headshots. Given the number of enemies you face, this is the perfect mission to practice this technique until you master it, making it easier to complete all four objectives in one go.

1 You will find Micah at Strawberry's jail building. Make sure you arrive well-equipped and completely rested, as you will have to survive a major shootout during this mission.

2

You can speak to Micah from outside, through the barred window. To free him, grab the hook from the nearby steam donkey and attach it to the cell window, then return to the device and pull the lever. You can alternatively use dynamite should you have any at hand, or loot the cell key from the lawmen inside the jail.

3 As soon as Micah is out, a fierce battle will take place on the streets of Strawberry. As usual, jump in and out from cover to eliminate your enemies effectively, landing as many headshots as possible (see "The Sharpshooter Technique"). Whenever you clear an area of lawmen, follow Micah and ready yourself for the next wave.

4 Once you're back outside the jail building, hop back on your horse and follow Micah. Law enforcement forces will likely give chase. Use the same technique as before to take them down quickly with headshots. This works just as well on horseback as it does on foot. Ride away until you are no longer wanted.

THE SHARPSHOOTER TECHNIQUE

A fundamentally simple but hard-to-master technique makes it possible to align instant headshots on most enemies if you are using *Red Dead Redemption 2*'s default aiming scheme. Every time you lock on to an adversary, your weapon's reticle is positioned on the target's chest. If you very briefly tilt Ⓡ at this very moment to align the reticle over the head and open fire, you can kill the foe instantly.

- ★ Hold L2/LT to lock on to your target (reticle on the chest).
- ★ Apply a subtle flick on Ⓡ (reticle on the head).
- ★ Immediately press R2/RT to fire (headshot).
- ★ Release L2/LT and you can repeat the maneuver on the next target in the vicinity.

With practice, this method will enable you to dispatch groups of foes in mere seconds. Note that you can also equip special ammunition types to improve your efficiency (see page 284).

★ WE LOVED ONCE AND TRUE – I TO III ★

Medal Goals	★ Peacefully convince the Chelonians to let you take Jamie ★ Return Jamie to Mary within two minutes
Notes	When returning Jamie to Mary, follow the railroad rather than the path suggested on your radar to save time. Having a few horse stimulants can be useful to be able to constantly gallop at full speed. Choose the "positive" answer in both instances during your conversation with the Chelonian leader by pressing □/X.

1 Head to Arthur's tent and read the letter on the table.

2 Next, make your way to Mary's house at the northern edge of Valentine. During the cutscene that follows, you are free to decide whether you wish to help Mary or not. If you accept, you will continue with the rest of the mission. Should you refuse, this particular story will end here.

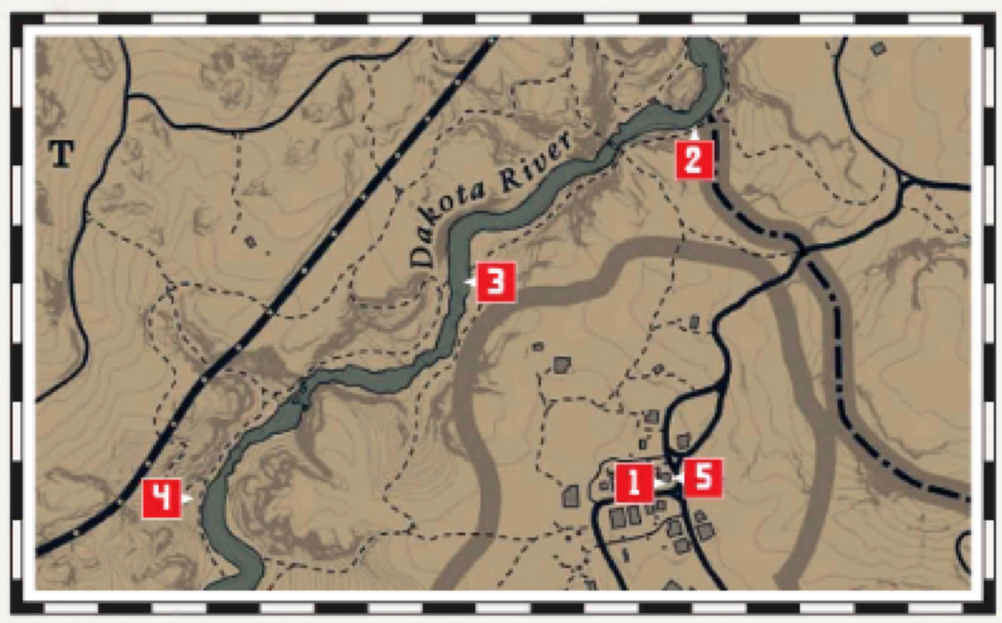
3 If you chose to help Mary, you can now ride to the next waypoint to the east of Cumberland Forest. Hitch your horse and walk to the group of Chelonians by the cliff's edge.

4 After the cutscene, hop on your horse and gallop after Jamie. This is a rather long chase, so try to press ⊗/A in sync with your mount's gallop to avoid stamina loss.

5

When you regain control of Arthur after the train cutscene, lightly hold R2/RT to fill the meter, then press firmly to draw your weapon: this triggers an automatic Dead Eye instance in which you have a couple of seconds to align a clean shot at Jamie's gun. Make sure the reticle is suitably positioned (killing Jamie will result in failure), then press R2/RT to fire.

6 Finally, head to Valentine's train station. Note that you can actually follow the railroad for a more direct ride: it will take you straight to your destination.



★ GOOD, HONEST, SNAKE OIL ★

Medal Goals	★ Stop Benedict Allbright falling off the cliff ★ Hogtie Allbright within one minute 15 seconds ★ Return Allbright to the sheriff within one minute 30 seconds
Notes	Our walkthrough covers all of these requirements. Note that you can shave a few seconds off the timer on your way back to the sheriff by heading directly to his office rather than by staying on the main road.

1 Head to the sheriff's office in Valentine to trigger this mission. Your objective is to capture a man with a bounty on his head and deliver him back to the sheriff. Ride to the location marked on your map, which is directly north of Valentine.

2

When you reach the gorge, do not cross the river: instead, ride up the cliff path that runs alongside it to reach your target, Benedict Allbright. After you confront him, pull him up when he falls from the cliff: tilt L upward and press ⊗/A repeatedly.

3 As soon as the chase begins, gallop at full speed alongside the river to catch up with Allbright. Cross the river at the first opportunity and continue the chase on the opposite bank.

4 You will soon reach an area where the current is weaker, enabling you to lasso the fugitive while he's still in the water. Hold L2/LT and R2/RT whilst on horseback to pull the target in, then dismount and walk to him; you can then press ○/B to hogtie him. Once he is suitably restrained, you can release L2/LT.

5 Finally, stow Allbright on your horse and return him to the sheriff's station. The mission ends when you drop him in the cell.

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★ THE SPINES OF AMERICA ★

Medal Goals	★ Loot all items from the Carmody Dell house ★ Don't get spotted ★ Deliver the wagon to Emerald Ranch within one minute 10 seconds
Notes	The night-time scenario (3B) is by far the easiest option if you intend to complete all three objectives. As long as you crouch-walk during the entire burglary, opening all doors gently, you will remain undetected. This will leave you plenty of time to methodically loot all items in the house. Don't neglect to take the food and drink that you find. You can leave via the stagecoach at the front of the property – the shortest and safest way to get to Emerald Ranch and meet the deadline.

1 Speak to Hosea outside Emerald Ranch's barn, then ride with him to the northwest.

2 Once you reach the designated area, hitch your horse and hide behind the marked rock. From this position, take out your binoculars: hold L1/LB, press R1/RB to display the item wheel, tilt R to the right, then release L1/LB. Look toward the house through the binoculars until a cutscene is triggered. You then have to choose between robbing the house during the day (3A) or at night (3B).

3A In the daytime scenario, you need to sneak into the house via the back door while Hosea causes a distraction at the front. Your time is limited as his diversion only lasts a couple of minutes, but the house is completely empty while you avail yourself of its valuables. Just be sure to leave the premises when Hosea begins to say goodbye. If you wish to take no chances, all you need to do is search the chimney to complete your main objective. However, there are many additional valuables in the house's three chests (two downstairs, and one upstairs), as well as inside various pieces of furniture. Just don't forget to close any door or drawer that you open: if you fail to do so, someone will notice the burglary and raise the alarm. When ready, quietly go around the back of the house and meet Hosea inside the barn.

In the evening scenario, arguably the easiest of the two, you can enter the house via the front door – but silence is golden, as you must take care to avoid waking the sleeping occupants or leaving any clue of your illicit visit. As long as you crouch-walk the whole time and remember to leave all furniture as you found it prior to pilfering, though, little can go wrong. After you reach the required haul, Hosea will be waiting for you on the stagecoach outside the front door.

4 You now need to take the stagecoach back to your starting point at Emerald Ranch to complete the mission. In the daytime scenario, it makes sense to make a left U-turn right as you leave the barn: this will not expose you to any potential witnesses as you depart. In the nocturnal scenario, Hosea awaits you aboard the stagecoach outside the front door. You are then free to drive straight back to Emerald Ranch.

★ POURING FORTH OIL I-IV ★

Medal Goals (Part II)	★ Deliver the wagon to the drop-off within one minute 45 seconds
Notes	This is much easier to achieve if you steal the oil tank from Cornwall Factory Kerosene & Tar (2A), as this leaves you much closer to the drop-off point.

Medal Goals (Part IV)	★ Kill all the train guards before Sean fires a shot ★ Clear the baggage car of loot ★ Escape the law within one minute 30 seconds ★ Get ten kills using Dead Eye ★ Complete the mission without using any health items
Notes	The key here is make effective use of the Dead Eye "tagging" function: while in Dead Eye mode, mark the heads of multiple enemies with R1/RB before taking them all down at once with R2/RT. This method is the best way to kill the train guards before Sean can fire a shot. During the main shootout, brief Dead Eye bursts to kill single targets are also great to work toward the related requirement. The rest of the objectives are a simple matter of efficiency.

1 After speaking to John at camp, your goal is to steal an oil tank required for the train robbery; this part will be skipped if it is the only mission available, or should four in-game hours pass while it is active. There are two possible locations, both marked by a dedicated icon ( ): a challenging one at Cornwall Kerosene & Tar (2A), and an easier one that moves from that same location to Valentine (2B).

2A

This oil tank is located just north of the railway, in the yard enclosed by a wooden fence, with multiple guards patrolling in the area. Their numbers are such that a pure stealth approach is unlikely to succeed. Instead, stand behind the fence and observe the yard from the northeast corner. After a short while, you should notice that the guards' patrols leave the oil tank unattended. Use this opportunity to clamber over the fence and sneak to the wagon. Jump into the seat and brazenly ride it straight out of the courtyard. The sentries posted at the nearby exit might fire at you – but it should be too little, too late. Head south until you are outside the red circle to complete your escape.

2B

This alternative wagon is much easier to steal. Initially located close to the other one, a driver eventually arrives to deliver it to Valentine. This leaves you free to take possession of the oil tank at any point on the way, or to steal it from its fixed position once it reaches its destination. All you have to do is take out the driver. Be mindful of potential witnesses.

3 Take the oil tank to the waypoint.

4 Meet John back at camp.

5 After one in-game hour, you can then meet him again at the waypoint to the east of camp, then head to the next one to the southwest.

6 Bring the wagon to a halt over the railway tracks. Afterwards, head inside the first carriage. Accompany John and rob the passengers by holding L2/LT, following the onscreen prompts to beat them as required. Repeat this show of force in the second carriage until John asks you to go check on Sean.

7

Head to the baggage car at the far end of the train and keep a close eye on Sean. As soon as he is attacked by an enemy, activate Dead Eye to take down the aggressor, then immediately pick off the second man on the rooftop just above. Note that you can now manually "tag" enemies with R1/RB before firing while in Dead Eye mode. Two additional assailants will appear inside: deal with them immediately. Once the coast is clear, search the baggage car to retrieve valuables, particularly in the chest and cabinets at the far end.

When lawmen arrive after a brief cutscene, you need to eliminate them all from your position on the train. A second wave will soon appear on the other side, so stay behind cover. If you feel overwhelmed, get rid of at least a few targets instantly with Dead Eye. After dispatching all hostiles, mount up and gallop straight to the north until you are clear of the search area. If you are fast enough, you will lose any pursuers before they have a chance to reach you. If not, take down those closest to you and keep going in the same direction until the mission is complete.

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★ AN AMERICAN PASTORAL SCENE ★

Medal Goals	★ Headshot each of the mounted guards protecting the wagon ★ Kill ten enemies using Dead Eye ★ Complete the mission within five minutes fifty seconds ★ Complete the mission without using any health items
Notes	You can take out most of the mounted guards with swift Dead Eye headshots. Try to gallop close to them to make the maneuver a little easier.

1 Head to the marked area just east of Strawberry. You'll find Micah by a campfire overlooking the forest. Follow him until the stagecoach arrives.

Before you can rob the stagecoach, you need to eliminate the guards surrounding it. As they are all in relatively close proximity, this is a perfect opportunity to take them all down with a Dead Eye ambush: carefully tag their heads with R1/RB, then open fire to kill them all at once. If your Dead Eye gauge is empty, you'll either need to consume a suitable tonic to replenish it, or use standard marksmanship to complete the objective.

3 Once all guards are down, get on the stagecoach. After the ambush, methodically pick off each enemy in turn using your new weapon, making careful use of cover at all other times. Join Micah at the stagecoach and shoot the lock to complete the mission.

★ A FISHER OF MEN ★

1 You will find Abigail in her tent at camp. Speak to her, then to Jack, before jumping onto your horse and heading to the marked area.

2 Once at the riverbank, follow the onscreen instructions to equip your fishing rod from the item wheel and the cheese from the bait wheel. Next, cast out; this works in the same way as aiming and firing a weapon. You then need to wait and press R2/RT to hook the fish when you feel a bite. As soon as a fish attempts to escape, tilt L in the opposite direction to where it is moving, then rotate R clockwise to reel it in whenever it tires. Keep alternating between these processes until you catch the fish. Before you go for a second fish, quick-equip more cheese (or do so via the bait wheel if you prefer). After the cutscene, ride back to camp to complete the mission.

Medal Goals	★ After arriving at the river, catch a fish within one minute 30 seconds ★ Complete the mission within seven minutes 20 seconds
Notes	You should find both objectives easy to complete – even on a first attempt.

★ THE SHEEP AND THE GOATS ★

Medal Goals	★ Herd all the sheep back to the pen in Valentine ★ Get 35 headshots ★ Finish with at least 80% accuracy ★ Complete the mission without using any health items
Notes	If you struggle to maintain the required accuracy, make liberal use of Dead Eye to align clean headshots, consuming tonics to refill the meter when necessary.

1 John awaits your arrival at Valentine, in the auction yard. Follow him as you lead your horse to the hitching post.

2 Enter the gun store and speak to the gunsmith to browse his catalogue. Peruse the Rifles section and flip pages until you reach the rolling block rifle, which is the one that you need to purchase.

3 Meet up with John back outside and follow him on horseback.

4 At the top of the ridge, walk to John's position. From this vantage point, shoot close to the ranchers with your new weapon to scare

them off, but be careful not to wound them. The targets can be a little hard to identify from such a long distance, so look for the large flock of sheep first.

Once the ranchers are gone, return to your horse and ride down the hill. Move near the stragglers to return them to the flock, then start herding the entire group by moving behind them to make them go in the desired direction. During the journey, be sure to round up any stragglers quickly; you should also take care not to trample sheep. Shout or even shoot close to them to make them run faster. Your destination is Valentine's auction yard.

Meet Dutch in the saloon. After the cutscene, you have an opportunity to demonstrate your shooting prowess. Hold R2/RT very lightly to fill the meter entirely, then firmly to trigger Dead Eye mode. "Tag" the heads of the two men holding your friends hostage as a priority, and any other hostiles if you have time; more kills will simplify the ensuing shootout.

Fight your way through the streets of Valentine, popping in and out of cover, and landing as many headshots as you can. After Strauss is shot, your task is to protect him. Use the cart as cover, moving from one side to the other in accordance with the position of nearby enemies. As well as those in plain sight, there are foes hidden behind windows and positioned at vantage points such as balconies and on top of the stable building toward the end. This can be a very taxing battle. If you struggle, consider consuming tonics that both restore Dead Eye and confer the fortified status, such as snake oil. This will enable you to activate Dead Eye multiple times in a row and for extended periods of time.

Once you reach the end of the street, eliminate anyone who poses an obvious threat, then pick up Strauss and put him on John's horse. You have one more shootout to survive after this. Start to pick off the foes in front of you, but note that the real objective here is to flee. The mission ends when you successfully escape the law.

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D ★ A STRANGE KINDNESS ★

Medal Goals	★ Return the captive to his family within one minute 40 seconds ★ Get five headshots ★ Finish with at least 80% accuracy ★ Complete the mission without using any health items
Notes	These objectives are quite straightforward. Activate Dead Eye at the very beginning of the ambush to set up three headshots instantly; you then only need two more to complete the related goal.

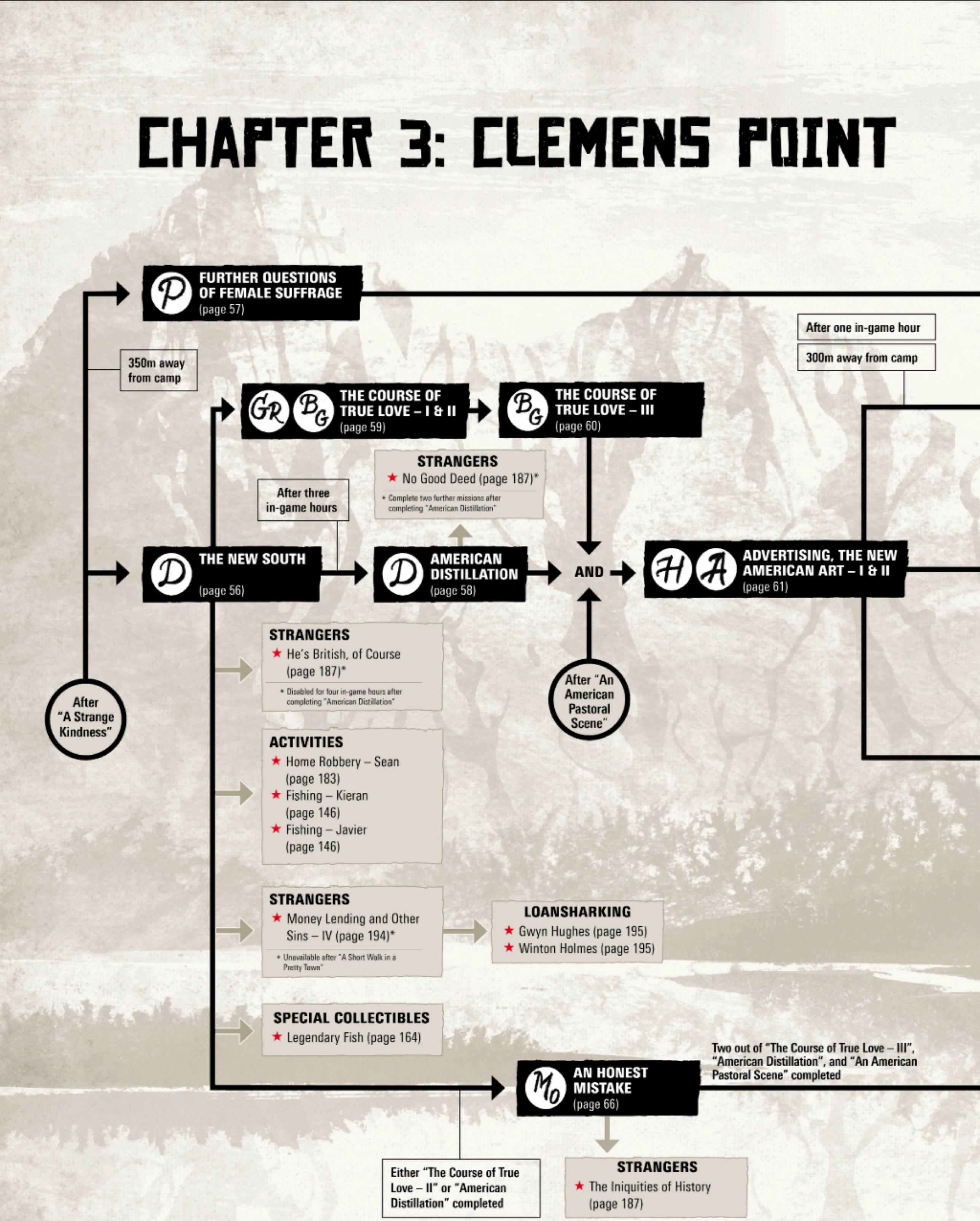
1 Speak to Dutch in his tent, then mount your horse and ride with Charles to Dewberry Creek to the southeast.

2 Search the marked area, then the nearby camp, looking inside both tents and behind the wooden crates.

After the cutscene, mount your horse and head south. Once you reach the camp by the lake, free the captive settler lying on the ground. As soon as the ambush begins, eliminate your enemies with a few headshots.

4 Once the dust settles, cut the settler free and deliver him on horseback to his family at Dewberry Creek.

CHAPTER 3: CLEMENS POINT



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The gang got run out of Valentine after an altercation with a railway magnate, Leviticus Cornwall, who grew tired of having his trains robbed by outlaws. Afraid that the routes westward were being watched by Pinkerton agents, Dutch and crew moved southeast to take up residence at Clemens Point, near the town of Rhodes.

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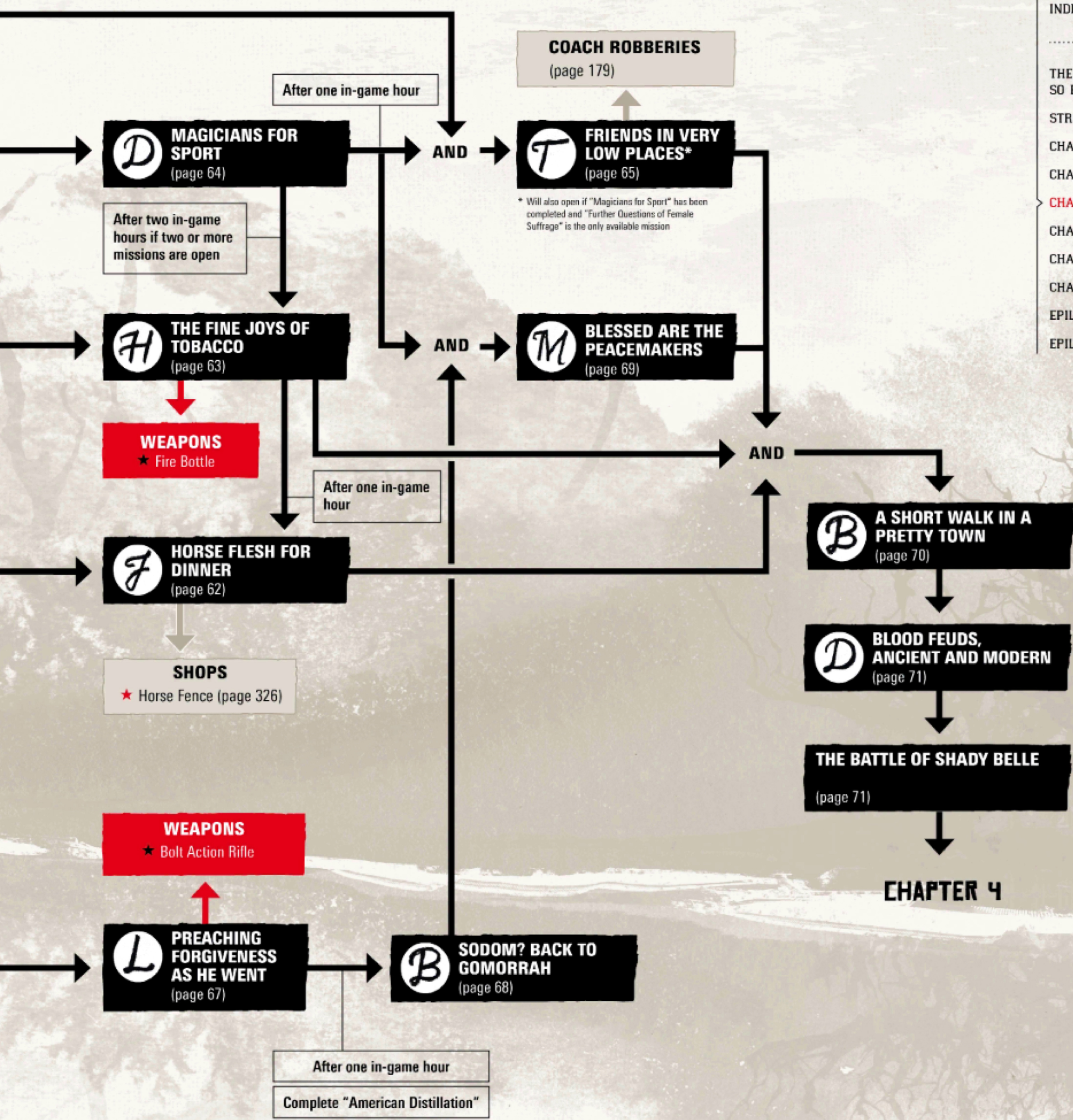

Medal Goals	★ Catch and return Anders Anderson to jail within five minutes 30 seconds ★ Knock out Anders Anderson without taking a hit ★ Catch a fish with Dutch and Hosea
Notes	The one objective that can prove challenging here is to avoid being hit by Anders Anderson: focus on blocking his attacks, then swiftly hit him with a punch or two when an opening presents itself – and repeat.

1 Walk to Dutch at the shore. Follow him and Hosea until you run into Trelawny.

2 After the cutscene, gallop toward the train at full speed. You need the Anderson boys alive, so keep your weapons holstered at all times. Speed is also of the essence, as you must arrest the fugitives before the train is out of the sheriff's jurisdiction – which leaves you with a bare handful of minutes. Once you catch up, get alongside the carriage with the wooden crates and press □/X to jump to it. Repeatedly press ○/B to break free and get rid of the foe that grapples you.

3 Chase the fugitives until one of them challenges you to a fist fight on a rooftop. As usual, alternate between blocking and counterattacks to make short work of him. You can then press on and engage the second target in the final train carriage in the same manner. Pick this opponent up when he falls and stow him on your horse, before following Archibald all the way to Rhodes.

4 Drop Anders Anderson outside the sheriff's office. After a short walk, Hosea asks you if you still wish to go fishing. If you accept, the mission continues; if you refuse, it ends here.

5 If you accepted Hosea's invitation, mount up and follow your friends until you reach a boat. Steer it with L and press ⊗/A in time with the oars entering the water to row more quickly.

6 Once at the fishing spot, equip the fishing rod, open the wheel menu and select the lake lure. Cast the line as if you were using a weapon, then hold L2/LT to grip the reel and slowly rotate R clockwise to attract fish. If you feel a bite, press R2/RT to hook the fish. Fight its movements by tilting L in the opposite direction to where it is swimming, then rotate R clockwise to reel it in whenever it tires. The trick is to always stop reeling in whenever the fish resumes its struggle.

7 Put away your fishing rod with a quick tap of L1/LB when you're ready to head back. Row back to camp to complete the mission.

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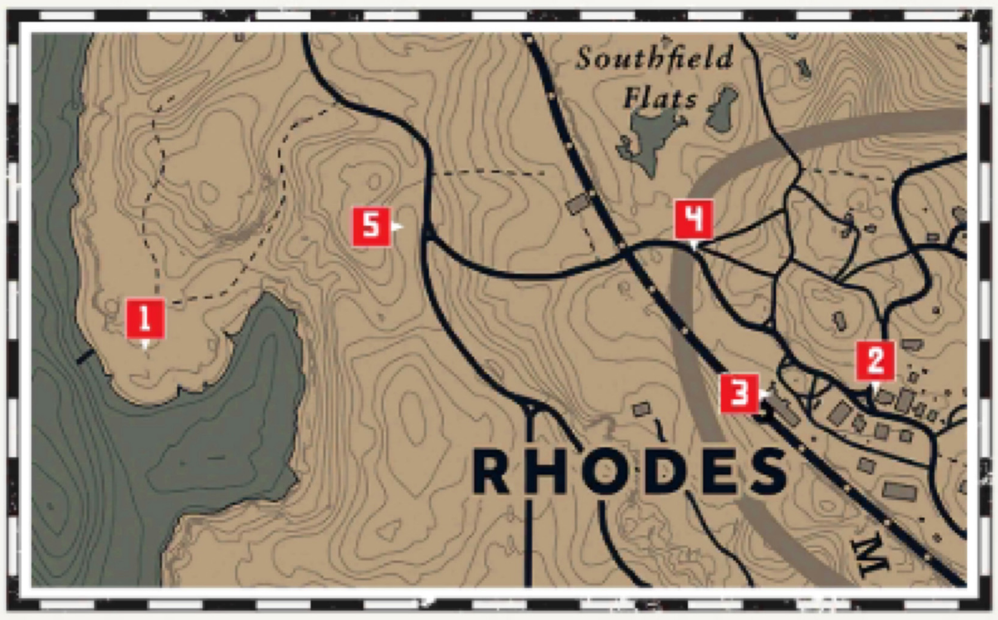
★ FURTHER QUESTIONS OF FEMALE SUFFRAGE ★



Medal Goals	★ Fend off the Lemoyne Raiders in less than one minute ★ Get five headshots ★ Finish with at least 85% accuracy ★ Complete the mission without consuming any health items
Notes	All four objectives here depend on your performance during the shootout. If you trigger Dead Eye early with several enemies onscreen, you can pick them off with headshots in one fell swoop. Feel free to sprint toward the remaining targets to expedite the process.

1 Visit Pearson at camp to initiate this mission.

2 Your first task is to drive to the general store in Rhodes.

3 After you separate from Sadie, head to the post office. Talk to the clerk at the marked booth to send your letter, then return to the wagon and hop on board.

4

Don't allow your attention to waver during the journey. Once Sadie initiates hostilities, eliminate the mounted enemies with quick headshots.

5

Once Sadie pulls over, get to cover and take out the Lemoyne Raiders one by one. They are spread out across the entire area, so look for red dots on your radar to locate them. Stay close to Sadie and assist her as required to make sure she doesn't die. When the coast is clear, drive back to camp with Sadie to complete the mission.

★ AMERICAN DISTILLATION ★

Medal Goals	★ Win the race back to camp ★ Get 10 headshots ★ Complete the mission without taking any damage ★ Finish with at least 70% accuracy
Notes	To win the final race, make sure you tap ⊗/Ⓐ in a rhythm that matches your mount's gallop to preserve stamina.

1 This mission begins at the sheriff's office in Rhodes. Get on the wagon right outside.

2 When you reach a crime scene, jump down and follow Archibald before you climb back up on the wagon. You can now drive to the swamp.

3 Once at your destination, follow Archibald again. Your objective here is to knock out the moonshiners without being spotted. This means you cannot use any weapons and must rely on stealth. The next step depends on whether you choose to go left (4A) or right (4B).

4A If you chose the left-hand path, use the large trees as cover to conceal yourself as you approach the first moonshiner. Crouch-walk to him and take him down while he's busy with the cart. Cross the bridge and proceed in the same fashion to neutralize the second man from behind. Hogtie him, then pick him up and take him to the wagon.

If you chose the right-hand path, crouch-walk in the bushes towards the two guards having a conversation. After they split up, sneak over to the one that remains by the tree and stun him from behind. If you want to take care of the second guard yourself, crouch-run behind the two trees covered with vines to take him by surprise as he moves toward the campsite. Hogtie him and carry him to the wagon while Bill takes care of the moonshiner.

5 Next, select dynamite in the weapon wheel and plant a stick in the marked area with R2/RT. Ignite it with △/Ⓨ to blow up the distillery; don't forget to retreat to a safe distance.

6 Run to Bill's position and draw your favorite weapon to help him take out the Lemoyne Raiders. This is a massive shootout so make sure you don't rush in. Hide behind cover and eliminate your enemies methodically, one at a time, and preferably with clean headshots. As you push through the camp, be wary of foes hiding inside cabins. If you find yourself in close proximity to one of these, perform a melee takedown or shoot from the hip to save time. Return to Dutch once all enemies have been neutralized.

Your final task, if you accept it, is to race Dutch back to camp. The dynamic path represented on your radar makes navigation simple. To ensure you beat your friend, do your utmost to tap ⊗/Ⓐ at a rhythm that stays in time with your mount's gallop to minimize stamina usage. You should also cut corners at every opportunity, particularly when you notice sharp turns that can be bypassed. Finally, take care not to hit a tree in the final stretch, just before you reach the camp; it will be safer to moderate your pace if you have a sufficient lead.

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★ THE COURSE OF TRUE LOVE – I & II ★

Medal Goals	★ Reach Penelope without getting spotted ★ Finish within three minutes
Notes	You can complete this set of objectives on a first attempt if you follow our walkthrough.

1 Head to Caliga Hall, east of Rhodes, and talk to one of the guards at the property's entrance.

2 Speak to Beau Gray, who is standing outside the wood store.

3 Now make your way to the southwest of Rhodes until you reach the edge of Braithwaite Manor.

4

Once you step into the marked area, you will notice a number of guards that appear as red dots on your map and radar. You can easily avoid these by paying them a wide berth, going around the south side of the property. Swim through the small cove to reach the gazebo where Penelope awaits.

5

To leave the area without being spotted, you can either retrace your steps through the small cove and head straight south, or steal the boat opposite the gazebo stairs and row west until you are well clear of the red zone.

Medal Goals	★ Finish within four minutes 15 seconds
Notes	The fastest way to complete the mission is to ignore the cousins and immediately leave with Beau.

★ THE COURSE OF TRUE LOVE – III ★

1 Travel to Beau Gray inside the Caliga Hall stable. After the cutscene, mount up and follow him to Rhodes.

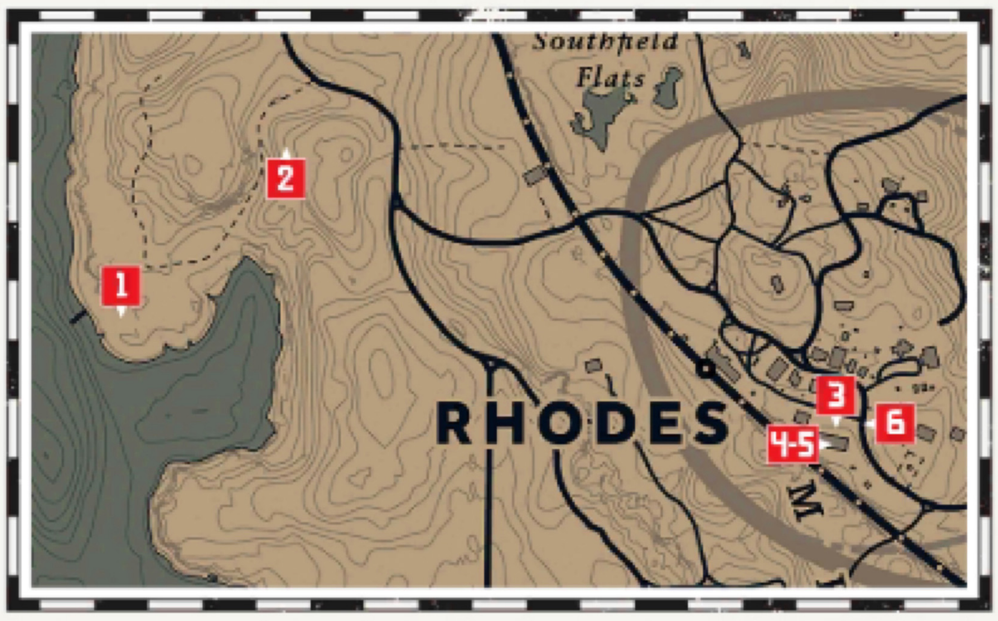
2 Drive the wagon down Main Street to the bank.

3

After the cutscene, walk to the side alley to confront Beau's cousins. You can resolve this situation in two ways: defusing means that you avoid any sort of violence, while antagonizing leads to a brawl with the pair. Prioritize defense if you choose the latter option, blocking incoming punches as you await openings to counter.

4 Once the cousins have been dealt with, get on your horse and follow Beau.

★ ADVERTISING, THE NEW AMERICAN ART – I & II ★



Medal Goals	★ Headshot five Lemoyne Raiders in the saloon ★ Finish with at least 90% accuracy ★ Complete the mission without consuming any health items
Notes	This set of goals requires a very high level of accuracy. Aim carefully before taking each shot, making liberal use of Dead Eye.

1 Speak to Abigail at camp to trigger the appearance of a new marker to the northeast.

2 You will find Hosea and John in the highlighted area, at the back of a wagon. Your first task is to drive the wagon to Braithwaite Manor's front door, to the south.

3 From the manor, head back to Rhodes and park the wagon outside the saloon. Once at your destination, pick up moonshine at the back of the wagon and take it behind the bar. Follow the onscreen instructions in the scene that follows until the Lemoyne Raiders barge in.

4

Your initial position behind the bar gives you a perfect opportunity to perform three or four headshots in a single Dead Eye instance. If your gauge is empty, carefully pick them off in quick succession.

5

When Hosea calls for help, clear out any remaining foes on the ground floor, vault over the bar, and sprint upstairs. Quickly adjust a clean headshot on the individual threatening Hosea – a brief Dead Eye burst will help here. Eliminate the two men on the balcony, before jumping from there to the wagon below.

6

During the escape sequence, stay focused on the area behind the wagon and eliminate your opponents as quickly as possible. You have no cover available here so you need to be efficient. If you struggle, make use of Dead Eye and snake oil tonic to replenish it.

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★ HORSE FLESH FOR DINNER ★

Medal Goals	★ Kill the stablehand showing you the horses ★ Catch the stallion within 10 seconds ★ Get five headshots
Notes	You can get ready in advance and lasso the stallion right as it escapes to comfortably meet the time requirement

1 Make your way to the marked area at the entrance to Caliga Hall, then meet John and Javier at the Gray stables. From there, ride with them all the way to the Braithwaite stables.

2 Once inside, walk behind the stablehand and stealth-kill him with ◎/Ⓑ. Equip your bandana, then calm the white horse (hold L2/RT and press □/Ⓧ) until you can lead it outside with △/Ⓨ.

3 Your priority throughout the escape sequence is to escort Javier, staying relatively close to him and quickly eliminating as many

enemies as possible. Mastery of the "sharpshooter" technique (see page 47) makes a huge difference here: lock on to a target, very briefly tilt Ⓡ to align the reticle for a headshot, then fire for an instant kill.

When one of the stallions makes a break for it, gallop off in pursuit and bring it to a halt with your lasso. Be careful not to release L2/LT until you have successfully caught it. Ride back to Javier and keep up with him until you reach the rustlers.

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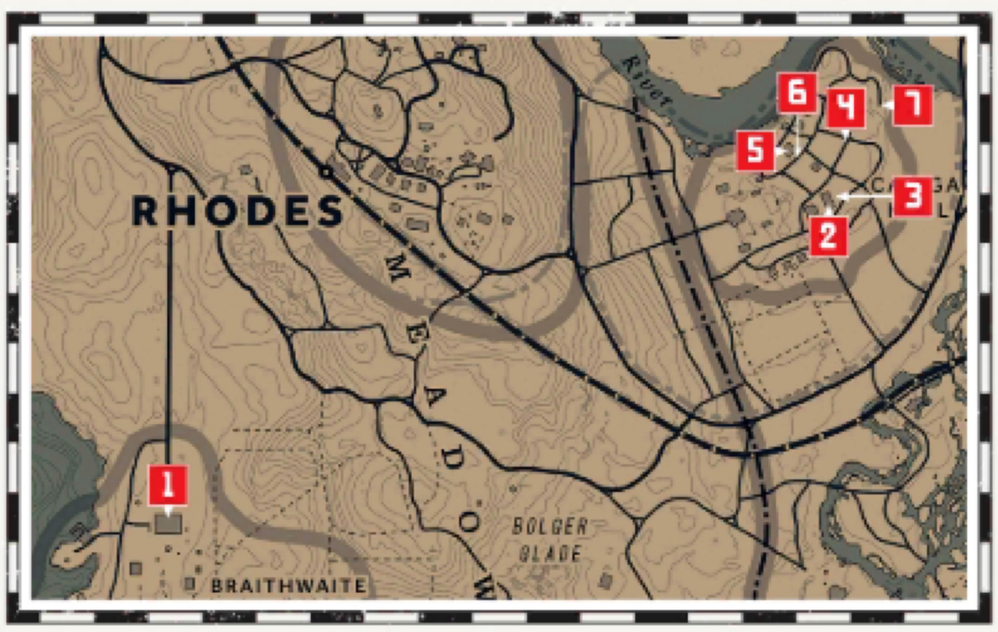

★ THE FINE JOYS OF TOBACCO ★

Medal Goals	★ Silently kill the Gray when Sean distracts him in the wagon store ★ Douse the fields within two minutes 20 seconds ★ Kill five Grays during the escape ★ Complete the mission without consuming any health items
Notes	Your priority here is to be effective when you douse the fields: stay on the move at all times, heading straight from one highlighted area to the next until you have cleared them all. During the escape, there is no need to rush. As long as you stay relatively close to Sean, you can easily eliminate five Grays on the way.

1 This mission begins as you enter Braithwaite Manor. After the cutscene, get on the wagon and drive with Sean to Caliga Hall. Press ▢/✕ when prompted to hide in the wagon.

2 Once inside the wagon store, leave your hiding place and crouch-walk over to Hamish, then quietly kill him from behind.

3 After the cutscene, crouch-walk to the wooden barrels in front of you and stay behind cover until the coast is clear.

4 Your objective is now to douse all of the specified tobacco fields with moonshine. As long as you remain low, you are practically invisible to guards and have little to fear. You can complete the objective by holding R2/RT as you walk around the areas marked with a yellow highlight on your radar until the markings disappear. The only tricky parts are when you need to cross guarded paths. Look for

the red dots on your radar and monitor their movements; make a break for it only when patrolling sentries are sufficiently distant or are facing away from you. If you're playing with default controller settings, note that pressing ✪ will cause the radar to zoom out a little. This offers a better overview of where nearby guards are. You can even make this a permanent setting by holding ✪ and pressing ▢/✕.

After all the fields are suitably doused, meet Sean at the barn. Equip your fire bottles and throw one into the building to light it up. Use the same method to set the highlighted fields ablaze.

6 You now have to deal with a large number of guards. Jump from cover to cover as you eliminate them, ideally staying close to Sean. If you have several of them in your line of sight at once, consider triggering Dead Eye.

7 When you reach the wagon, focus on the horses with L2/LT and cut them free with △/Y. Mount up and quickly escape with Sean to complete the mission.

★ MAGICIANS FOR SPORT ★

Medal Goals	★ Inspect all the clues in Trelawny's caravan ★ While tracking, stay within 30 feet of Trelawny's trail ★ Kill two bounty hunters in the cornfields within one minute ★ Complete the mission without consuming any health items
Notes	The main challenge here is to kill the first two enemies in the cornfields (**I** and **II**) within one minute. Sprint to both positions (see screenshot for step **5**) and manually catch them. We suggest that you tackle them with Ⓞ/Ⓑ and finish them off on the ground.

1 Dutch awaits you in his tent. Speak to him, then to Charles, before riding to Trelawny's marked location.

2 When you search his caravan, there are three clues to look for: the food on the table, the unmade bed, and the blood-stained towel on the bathtub. Activating Eagle Eye will highlight these.

Head back outside, mount up and follow the tracks. Again, you can reveal these by triggering Eagle Eye.

4 The tracks will lead you to a small camp at the edge of the forest. Be ready to block as soon as the fist fight begins, then counterattack immediately. Once both men are down, interrogate the one restrained by Charles until he reveals Trelawny's whereabouts. Killing or releasing him will affect your honor accordingly.

Follow Charles until you reach the cabin. Three bounty hunters run and hide in the nearby cornfields. From your starting position by the cabin, you will find one on your left (**I**), and a second on your right (**II**). The third (**III**), who can only be caught last, is concealed in the more distant field on your right (see picture). Your goal is to locate and kill them. The crops greatly reduce visibility, but you can look and listen for disturbances the men cause, particularly birds flying away. As soon as you notice this happening, sprint to that position and run around until you find one of the fugitives. Take him down however you see fit. If you struggle, Charles will often point you in the right direction: follow his advice by searching the locations in question.

A shootout ensues after the cutscene. Run toward the barn to deal with the two individuals firing at you: the first one stands by the barn's entrance, and the second snipes from the opening just above. Pick them off immediately, ideally with Dead Eye; if you take too long, the enemy upstairs will move inside the barn and you will have to flush him out. Once the fight is over, return to Trelawny at the cabin. Note that the sniper drops the **rare rolling block rifle**, a unique weapon required to complete the compendium.

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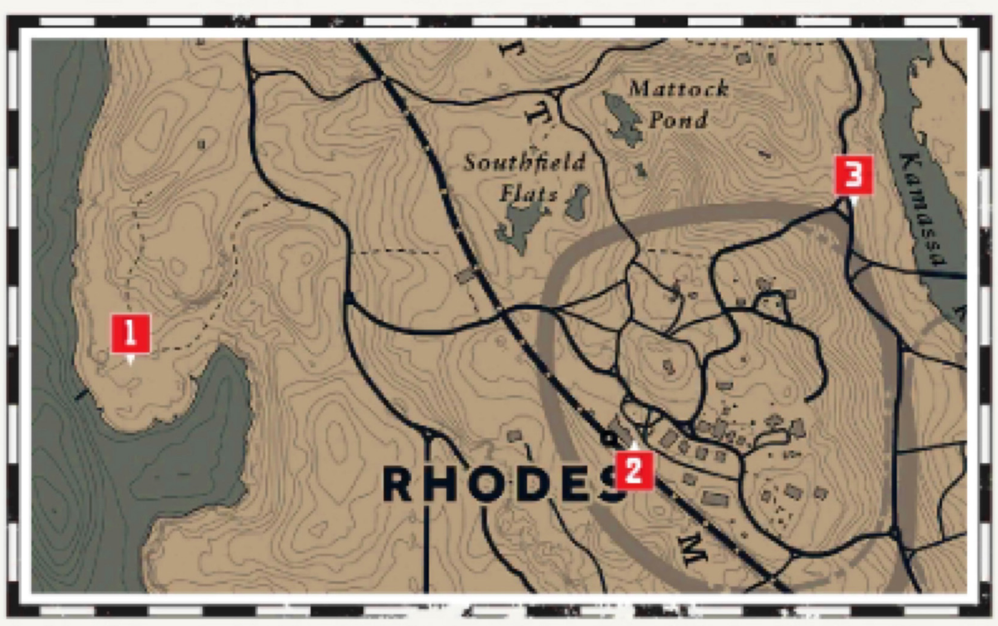

★ FRIENDS IN VERY LOW PLACES ★

Medal Goals	★ Complete the mission without being spotted ★ Complete the mission within eight minutes 10 seconds
Notes	Follow our walkthrough to complete these objectives.

1 Speak to Trelawny, who is leaning against a tree at the edge of camp. Mount up and ride with him to the post office in Rhodes.

2 Hitch up and follow Trelawny inside. After paying Alden, get back on your horse and ride with Trelawny to Hill Haven Ranch.

Once the stagecoach arrives, tail it from a safe distance until it comes to a halt. Jump down from your horse, then crouch-walk toward the bushes right by the road sign (and no further!) while Mrs. Damsen exits the stagecoach. When she starts singing, sneak to the back of the stagecoach, break the box's lock, and pilfer its contents. As soon as the deed is done you should retrace your steps, crouch-walking at all times, until you are back behind the same bushes by the road sign. Wait until the stagecoach leaves, then meet up with Trelawny to complete the mission.

★ AN HONEST MISTAKE ★

Medal Goals	★ Save Uncle when he is overpowered ★ Get 20 headshots ★ Finish with at least 80% accuracy ★ Complete the mission without consuming any health items
Notes	Completing these objectives is purely a matter of execution. Mastery of the "sharpshooter" technique is key here (see page 47 for details).

1 Speak to Molly at camp, then mount your horse and follow Uncle to the crossroads. Press L1/LB when prompted to equip your bandana.

2 Approach the wagon when it arrives and search the crate at the back.

3

As soon as the escape sequence begins, gallop at full speed with your accomplices. A large group of pursuers will soon catch up with you. If you have a full Dead Eye meter, note that you can actually begin with up to five or six headshots in a single expenditure, as your targets tend to be very close to each other. Otherwise, firing to the rear while maintaining your course is rather tricky, but you can make this a little easier by waiting until you have a fair amount of clear terrain ahead, then manually rotate the camera to look behind. If you briefly disregard steering and focus purely on aiming whenever you can, you'll find it easier to take enemies down. Repeat this multiple times to thin the ranks of your pursuers.

4

After the cutscene, a major shootout takes place at the old barn. You are surrounded by numerous enemies, with reinforcements continually joining the fray. You cannot afford to linger in the open here, so pick a target, jump out and take a shot, then immediately return to cover. Once you have cleared most targets on one side of the barn, listen to your companions or take a glance at the red threat indicators on the edge of the radar to find out where you need to be next.

5

When the party leaves the barn, follow Uncle in the woods. After taking cover with him behind a large rock, wait until the two guards walk past your position, then take them down stealthily from behind. Uncle will need a hand to neutralize his opponent.

6 You now need to assist Charles and Bill. Take cover behind the trees and eliminate the assailants as they emerge from cover. The mission ends after the final enemy falls.

★ PREACHING FORGIVENESS AS HE WENT ★

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Medal Goals	★ Kill 10 Lemoyne Raiders with a long scoped rifle ★ Finish within 11 minutes 30 seconds ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	From your initial cover position at Shady Belle, you can headshot virtually all enemies with a long scoped rifle, making all four goals rather approachable.

1 Speak to Lenny at the camp's southern edge, then follow him.

2 When you reach the abandoned church, tail the wagon from a safe distance. As you reach the Shady Belle mansion, dismount your horse in the highlighted area. Be sure to take your rolling block rifle with you.

Take cover behind the marked wall, just across from Lenny, then use your sniper scope to investigate the area, in particular the red crates filled with dynamite. You now have to decide on your strategy: you can either commence hostilities by shooting the dynamite, or send Lenny to create a distraction and take your enemies by surprise. Your choice has a limited impact on the mission, though sending Lenny helps a little in the sense that he begins right in the middle of the fray, which makes him more effective. Either way, your objective here is to pick off your enemies one by one with your sniper rifle. Feel free to stay at your starting position, behind the wall: this provides the necessary cover while giving you a commanding view. Prioritize targets when they are stationary, as those in motion tend to be much harder to hit.

Two set-piece events will occur during the battle. First, Lenny will wrestle with an opponent at one point – but he will eventually overcome his adversary if you neglect to intervene. Second, one of your foes will man a Gatling gun on the balcony above the manor's front door. You should eliminate him immediately with your scoped rifle by aiming just above the gun barrel.

Once all enemies have fallen, hop inside the back of the wagon in the middle of the highlighted area. You now need to drive it back to camp.

As you leave Shady Belle, you will run into an additional group of three Lemoyne Raiders. Irrespective of whether you antagonize them or try to defuse the situation, a shootout will ensue. The optimal approach, then, is to strike preemptively with a fast weapon – or, for greater simplicity, trigger Dead Eye to take the trio down in a single volley. Drive back to camp to complete the mission.

★ SODOM? BACK TO GOMORRAH ★

Medal Goals	★ Loot all the safes ★ Headshot five mounted lawmen during the horseback escape ★ Get to the Downes ranch within one minute 55 seconds ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	The hardest condition to meet here is the second one. If you struggle to align clean shots, consider drinking a tonic such as snake oil to enjoy fortified Dead Eye. The slow-motion effect makes it much easier to secure headshots on moving targets.

1 Bill is in a wagon at the edge of camp. Speak to him, then follow him to Valentine.

2 As you approach the bank, you are asked how Karen should distract the guards. Both options are functionally identical, so choose whichever one you please. Once inside, open the teller's door and force him to open the vault. You now have another decision to make, but this one is of far greater import: cracking the safes (3A) takes longer but means that you can avoid unnecessary bloodshed immediately afterwards if achieved within six minutes, whereas blowing them open (3B) is quick but leads to a massive shootout outside the bank.

Hold Ⓐ/Ⓨ to interact with the safes. Each one has three numbers that need to be cracked. You can do so by slowly rotating Ⓛ counterclockwise, then clockwise, then counterclockwise again. As you rotate the dial, note how your controller vibrations intensify when you are close to the correct position: this is your cue to maneuver slowly, one increment at a time, until you hear a click. If you inadvertently move past the correct number, keep turning the dial in the same direction until you are back in the "hot spot". Repeat this method to open all five safes, collecting the money from each of them. Regroup with the others when you're done. If you struggle to unlock the safes, the correct combinations are, from left to right:

34-69-22
16-40-55
37-1-69
15-7-55
68-12-38

In this alternative scenario, walk up to each safe and hold R2/RT to plant dynamite on it. Make sure that all five safes are primed before you light one of the fuses by holding Ⓐ/Ⓨ. Move to the other room to avoid the explosions, then return to retrieve the money. Now that the easy part is over with, brace yourself for the battle that awaits you outside. Make the most of the opening Dead Eye sequence to eliminate up to three lawmen with headshots, then take cover behind the cart on your right. Pick off your enemies one by one, including the target on the balcony, as you progress along the main street. When you reach the end, more foes join the fray – but you can sprint to your horse if you do not wish to fight them all.

Throughout the escape, multiple waves of lawmen will give chase. Ride with your allies and, whenever you have a straight path ahead of you, turn the camera to the rear and try to eliminate the closest targets without interrupting your horse's gallop.

5 Once the group splits up, ride to Downes Ranch to complete the mission.

★ BLESSED ARE THE PEACEMAKERS ★

Medal Goals	★ Free yourself and perform self-surgery within one minute ★ Recover your weapons from the O'Driscoll camp ★ Kill the O'Driscoll gang members that beat and shot you ★ Escape the O'Driscoll camp without being spotted
Notes	The two O'Driscolls that beat and shot you are the ones guarding the cabin from which you escape. You can kill them without being detected by using the throwing knives you obtain in the basement. When you leave the room where you were held, immediately turn left at the top of the stairs and kill the man as he examines the wall; you can then backtrack to the stairs and deal with the O'Driscoll close to your weapons.

1 Initiate the conversation with Micah in Dutch's tent, then follow them on horseback to your observation position.

2 From your vantage point, watch over Dutch and Micah through your binoculars or the rolling block rifle.

3

After the cutscene, tilt Ⓛ from side to side; the idea is to swing on your shackles in order to reach the metal file on the nearby table. Grab it with ⊗/Ⓐ once it's within your grasp. Follow the onscreen instructions to cauterize Arthur's wound, before stealth-killing the O'Driscoll that enters.

4 Back outside, you can kill all the nearby guards with your throwing knives (thereby completing an optional medal goal),

4

but the only one that you actually need to eliminate to escape safely is the one examining the crate by the shed. Once you're done, recover your weapons by the shed door (they're represented by a gun icon on the radar), before walking to your horse by the campfire. Mount up and leave via the path to the east.

5

Your final task is to ride back to camp. This is complicated by the fact that multiple O'Driscolls are patrolling the area. To avoid them, make regular checks of your map and radar. All patrols are represented by red dots, making it relatively easy to navigate between them without raising the alarm.

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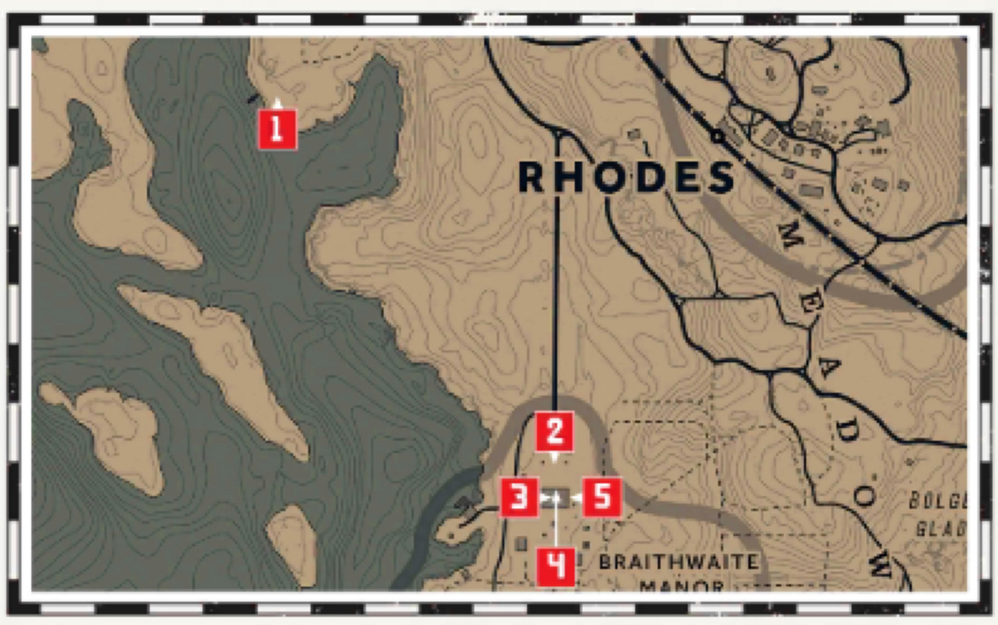
★ A SHORT WALK IN A PRETTY TOWN ★

Medal Goals	★ Kill three lawmen in Dead Eye while saving Bill ★ Get 20 headshots ★ Complete the mission using sidearms only ★ Finish within four minutes 30 seconds ★ Complete the mission without consuming any health items
Notes	These requirements are all about execution. Make sure you dual-wield two sidearms to enjoy more ammo and flexibility, and employ the staple "sharpshooter" technique (see page 47) throughout the entire shootout.

1 Meet up with Bill, Micah, and Sean outside the bank in Rhodes. After the cutscene, stay in your initial cover position and take down one foe at a time. Prioritize the men perched on the rooftop in front of you and on the balcony to your left. After you thin out their ranks sufficiently, enemies will start arriving from the opposite direction. Take cover behind the nearby cart before you engage them.

Once Micah makes his move, head to the back of the gun store marked on your radar; be vigilant as you approach, as an enemy will pop out on your left and attack you. Note that there is a double-barreled shotgun that you can pick up here. Kick the locked door, then immediately aim in advance to kill another foe who appears at the end of the corridor, with two more to deal with around the corner. Take cover underneath the window and fire at the gunmen on the street.

3 Once the coast is clear, follow Micah and eliminate the hostage takers during the automatic Dead Eye sequence.



★ BLOOD FEUDS, ANCIENT AND MODERN ★

Medal Goals	★ Headshot Gareth and Gerald Braithwaite ★ Get 20 headshots ★ Finish with at least 85% accuracy ★ Complete the mission without consuming any health items
Notes	These goals are fairly standard. The first one is simply a matter of overcoming the urge to riddle the Braithwaites with bullets in the scripted Dead Eye sequence – two headshots will suffice.

1 This mission begins automatically when you approach Dutch's tent. Ride with him and the gang to Braithwaite Manor.

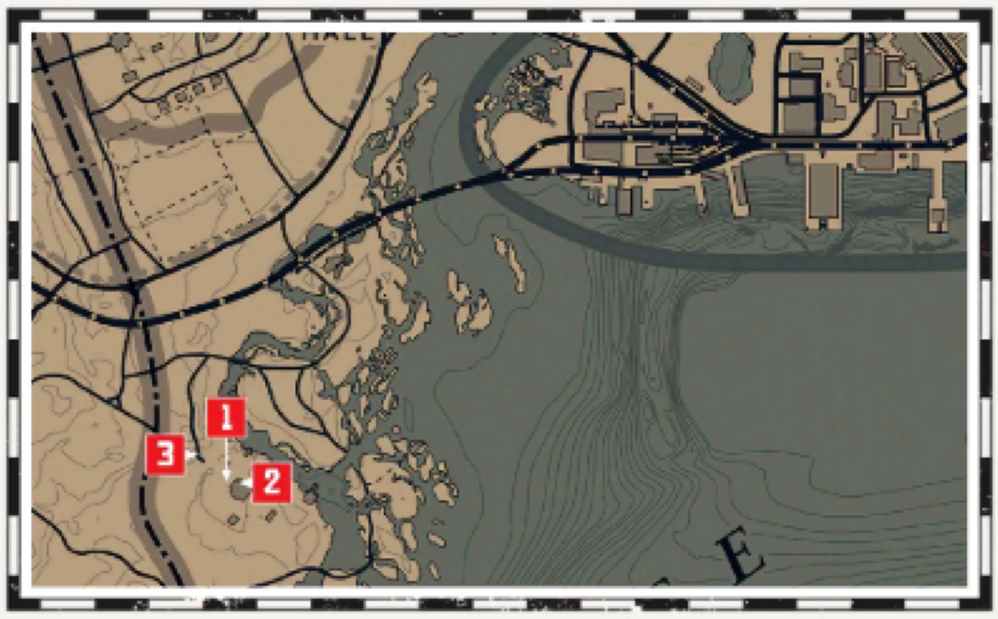
2 After the cutscene, snap into cover and open fire on your assailants, prioritizing those on the balconies.

3 With all foes down, head inside the manor and search for Jack. Be ready to immediately shoot down the aggressor who springs from behind the overturned desk.

4

Next, head to Dutch upstairs and take cover behind a pillar on the balcony to engage the reinforcements arriving from the front gate. These are in close proximity at first, making them ripe for a lethal Dead Eye volley. A second wave will soon arrive on the east side of the manor, and are initially vulnerable to the exact same strategy.

5 You now need to help John break the nearby door. An automatic Dead Eye sequence is triggered immediately afterwards: "tag" the heads of Gareth and Gerald Braithwaite with R1/RB before firing with R2/RT. Leave the manor with Dutch to complete the mission.



★ THE BATTLE OF SHADY BELLE ★

Medal Goals	★ Kill all the Lemoyne Raiders in Shady Belle ★ Clear two bodies from Shady Belle within one minute 40 seconds ★ Finish within 11 minutes
Notes	All these requirements are about speed and efficiency. Move in a straight line through the plains and forests to get to Shady Belle quickly. Make sure you don't let John "steal" kills when you face the first guards at Shady Belle – activate Dead Eye if you want to take no chances. You then need to swiftly dump two bodies in the swamp.

1 Ride with John to Shady Belle, where you will be greeted by two enemies. Dispatch them as you see fit, then locate and kill those hidden inside the house: one on the ground floor and three upstairs, each in a different room. Meet John back at the entrance once you're done.

2 Pick up the indicated body and dump it in the swamp around the jetty. Repeat this a second time to trigger a cutscene.

3 Finally, follow Dutch to the city of Saint Denis to complete the mission.

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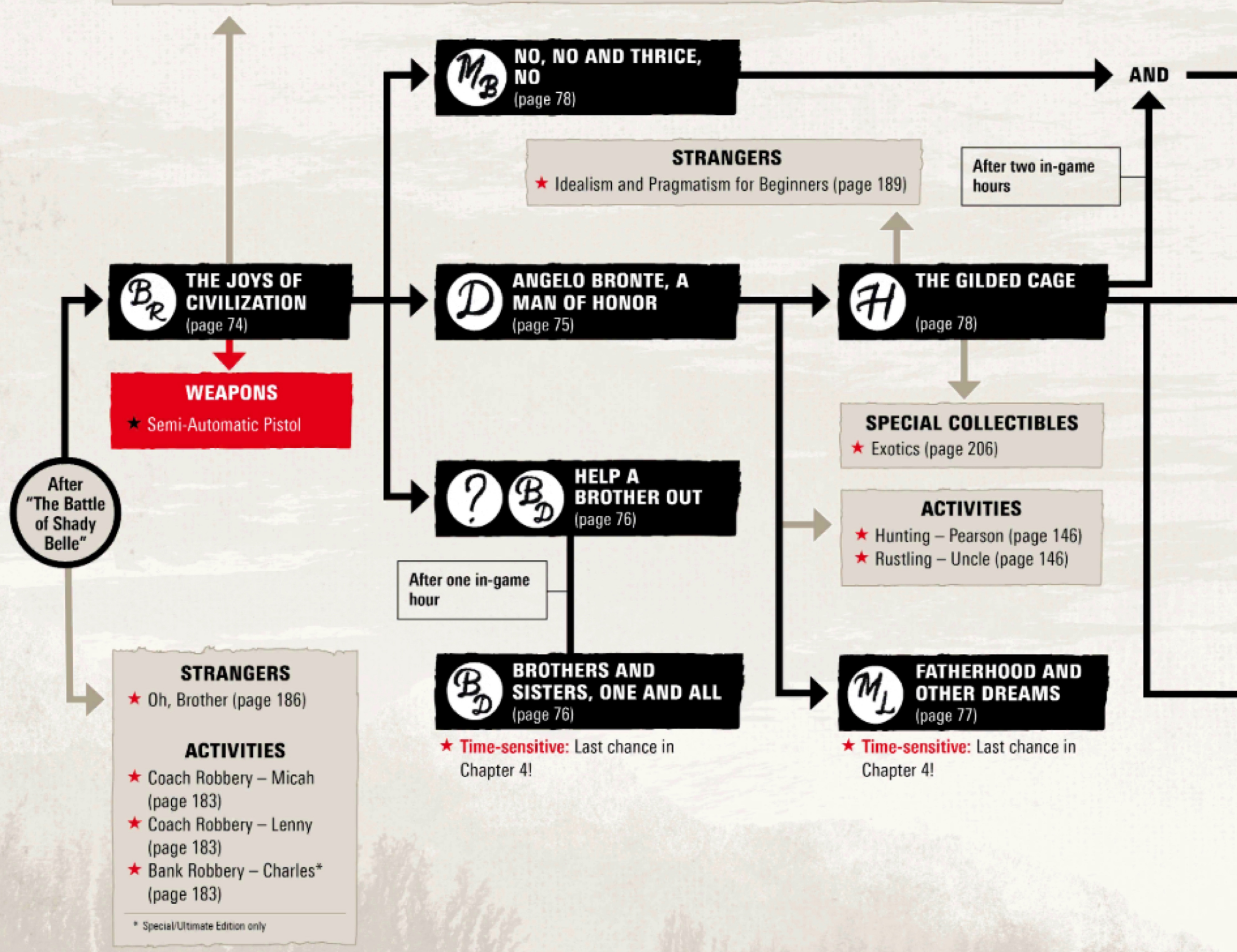
- ★ The Artist's Way (page 188)
- ★ The Mercies of Knowledge (page 188)
- ★ Money Lending and Other Sins – V (page 195)

LOANSHARKING
- ★ Algie Davison (page 195)
- ★ Winton Holmes (page 195) (If "Money Lending and Other Sins – IV" not complete)
- ★ Gwyneth Hughes (page 195) (If "Money Lending and Other Sins – IV" not complete)



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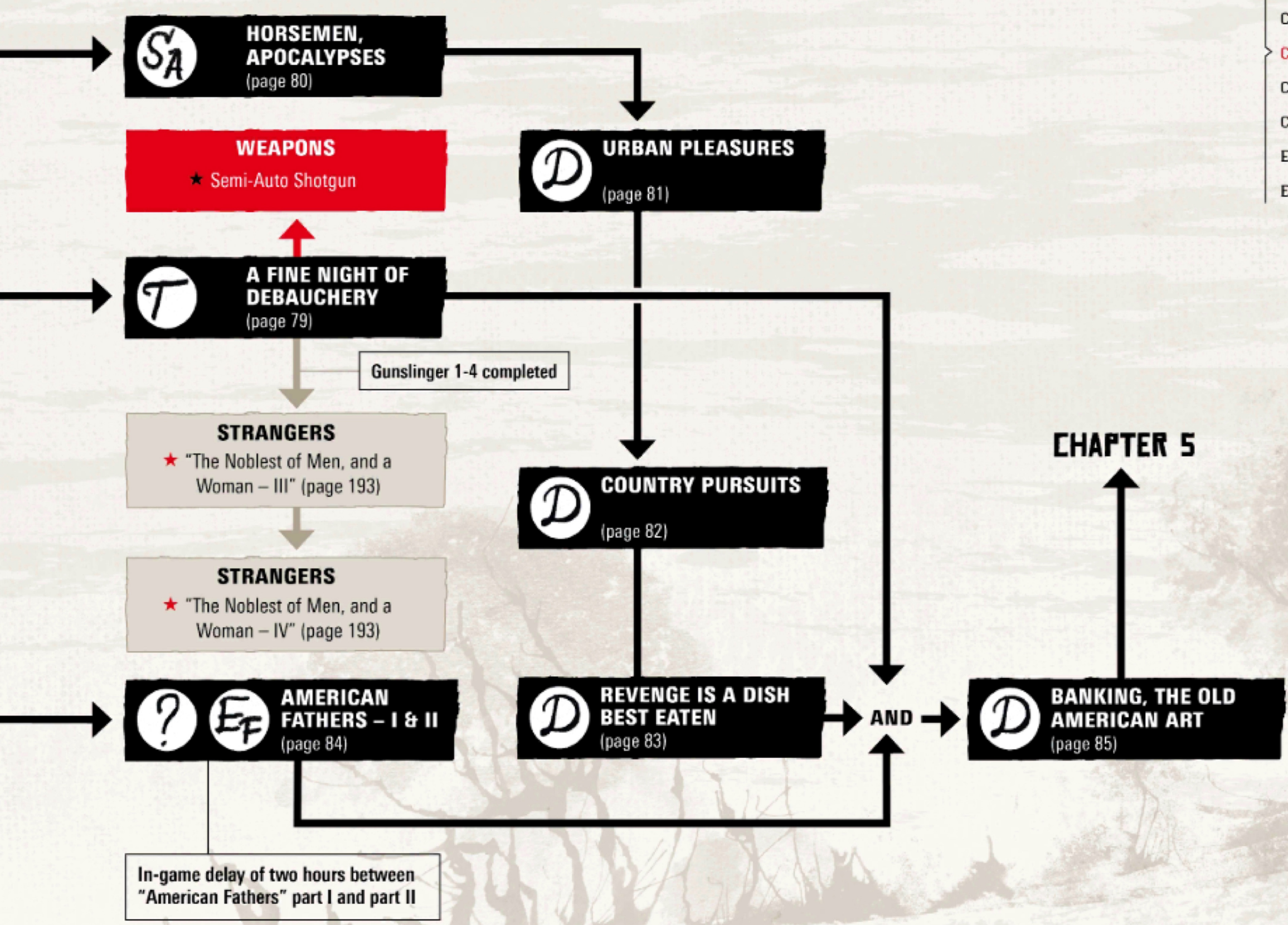
THE STORY SO FAR

Doing dirty jobs for two rival families in Rhodes, Arthur and the other gang members found themselves entangled in a longstanding feud. Hoping to put their hands on an alleged pile of gold, they realized – too late – that they were being played. Things ended up disastrously with Sean dead, Jack kidnapped, and the Pinkertons back on the gang's tail. Dutch and Arthur decided to move the camp to Shady Belle, near Saint Denis, knowing the boy to have been taken there.



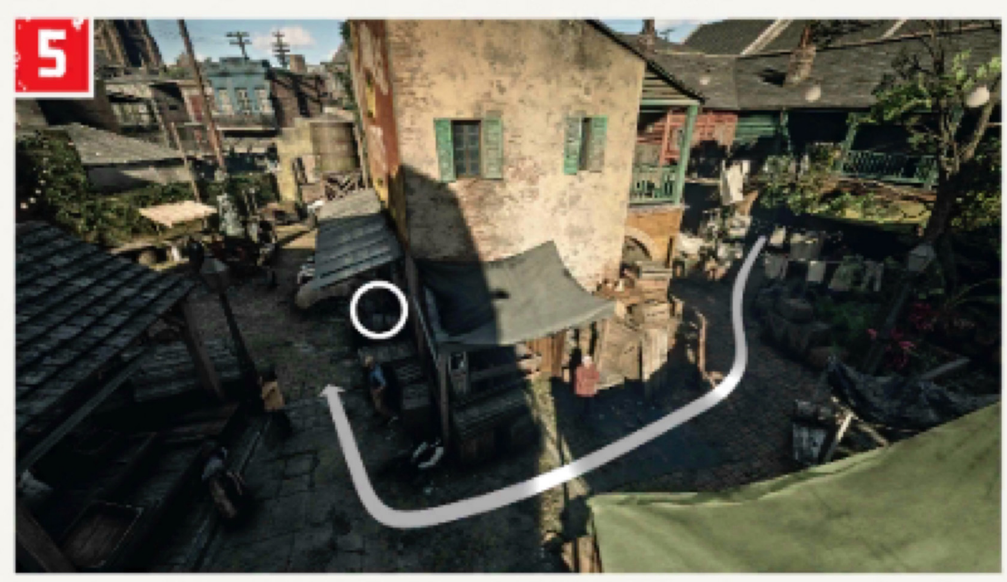
Medal Goals	★ Catch the street urchin before he reaches the market ★ Finish within five minutes 30 seconds
Notes	Catching the elusive boy before he reaches the market is easy when you know where to find him. After he gets off the trolley (see step 3), follow him into the back alley, then sprint straight through the round archway without talking to anyone; press Ⓞ/Ⓑ as soon as you see him to perform a tackle.

1 Head to the westernmost highlighted area to meet up with Dutch outside the Bastille Saloon. Call the bartender until he comes to you.

2 Go back outside and make your way to the nearby alley. You will find the children you're looking for just past the metal archway, on the east side of the highlighted area. Follow them until a cutscene is triggered, then immediately give chase. Feel free to steal a horse on your way as you try to catch up.

When the kid gets off the trolley, look for him in the highlighted area. Talking to the men chatting near the fountain will reveal his position just beyond the round archway: give chase.

When you end up in front of a barred door, jump to climb above it (or kick it open if you prefer). Do the same to scale the railing when the boy takes to the rooftops.



Once you get to the market, ask around until the thief is revealed, then give chase one last time.

After the cutscene, return to Dutch near the saloon, where you will find him sitting on a bench outside the park.

★ ANGELO BRONTE, A MAN OF HONOR ★

Medal Goals	★ Encounter the dog and the drunk ★ Don't get spotted by the law ★ Finish within 11 minutes ★ Get four headshots
Notes	The only requirement that's easy to miss is the first one, though it's not difficult to fulfill. Before you head to the mausoleum in the northeast corner of the cemetery, make sure that you interact with the dog near the south entrance and the drunk by a grave just north of the central dome.

1 Meet Dutch and John on the steps outside Bronte's mansion. After the cutscene, follow John to the cemetery.

Once inside, walk to the far end to find the source of the disturbance in the northeast corner. Investigate the mausoleum to reveal the grave robbers. You now need to hunt them. Seek cover behind a grave whenever you locate one, then take him down; repeat until they are all dead.

Return to the east side of the cemetery and examine the mausoleum with a metal fence gate to find the stash.

4 After the arrival of lawmen, follow John closely to reach the exit without being spotted. Track the position of the guards on your radar at all times to make sure the path is clear.

5 As soon as you make it back outside, mount up and return to Bronte's manor, then head back to camp.

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★ HELP A BROTHER OUT ★

Medal Goals	★ Find the captives without threatening the shop owner ★ Finish within two minutes 45 seconds
Notes	Once you know the location of the bookcase leading to the basement, fulfilling both requirements poses no difficulty.

1 Head to the "stranger" marker on the east side of Saint Denis where you will find Brother Dorkins. He points you to a shop by the market. Note that you can donate money to the poor during the cutscene to gain a little honor.

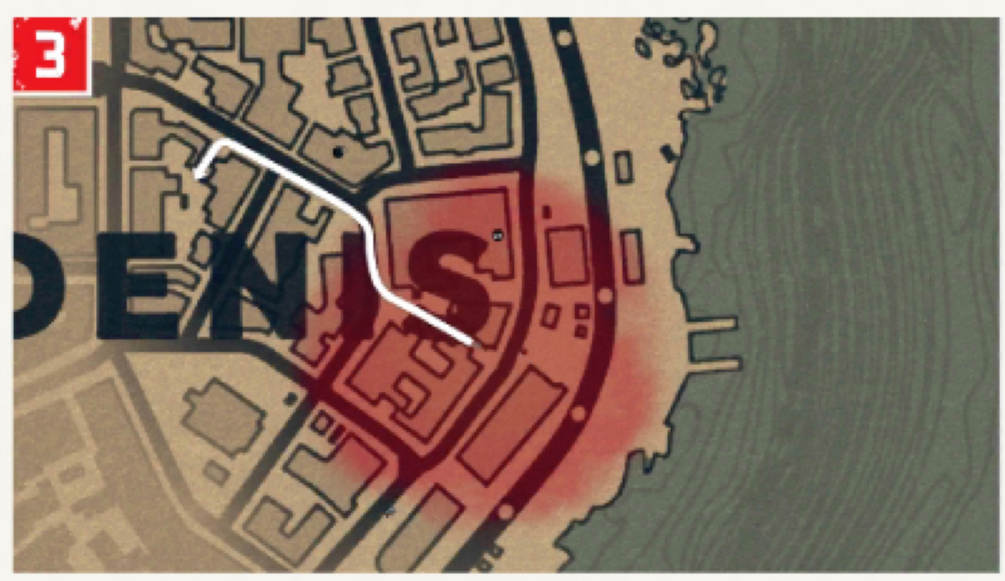
Open the green door in the highlighted area and enter the shop. If the owner is here, you can threaten him until he reveals how to open the bookcase in the room opposite his counter (by pulling a book). However, you can also solve this puzzle by yourself and fulfill the related medal goal by inspecting the scratches on the floor of the room in question; these are highlighted with the usual visual effect if you activate Eagle Eye. Force the bookcase to reveal stairs leading to the basement. Free the two captives, then return to Brother Dorkins.

★ BROTHERS AND SISTERS, ONE AND ALL ★

Medal Goals	★ Find the kid within 19 seconds
Notes	An easy challenge: sprint directly to the kid to complete this in mere seconds.

1 If you wait one in-game hour after completing "Help a Brother Out", Brother Dorkins can be found on the steps of a church in the north of Saint Denis.

2 Sprint to the highlighted area to the south and talk to the stranger who was just knocked over. This reveals a second highlighted area nearby: run to it and confront the man restraining the kid that you are chasing. Pick up the crucifix on the ground.



After the cutscene, sprint to the northwest to escape the law. As soon as you are out of the red circle on your radar, hide in a back alley and wait until the Wanted gauge is completely empty.

You now need to find Sister Calderon in the newly-highlighted zone without alerting the law. If you arrive via the street to the northeast of the area, you can casually walk behind the guard by the telegraph post to reach her in front of the church's steps.

★ FATHERHOOD AND OTHER DREAMS ★

Medal Goals	★ Catch the wagon and take it to the secluded spot within one minute 45 seconds ★ Take Mary to the theater
Notes	To catch up with the wagon quickly, press ⊗/Ⓐ at a rhythm that matches your mount's gallop: this will prevent stamina drain, enabling you to maintain maximum speed.

1 Inspect the letter in Arthur's room to initiate this mission.

2 Now head to the Grand Hotel in Saint Denis, where Mary awaits. This is an optional mission that you are free to refuse – but if you do so, you will not get another chance to complete it.

Ride to the stables to the southwest. After the cutscene, follow Mary's father, keeping your distance to avoid being spotted. If you lose sight of him, listen to Mary's comments to stay on the right path.

4 After the cutscene, go after the buyer in the highlighted area. Whistle your horse (or appropriate one from nearby, if necessary) and give chase.

The wagon is fast and will take you out of Saint Denis, but you will eventually catch up. Move close to either side of it, then press ⊡/Ⓧ to jump on board. Make your way to the driver's seat, get rid of the two men there, then take the wagon to the secluded spot marked on your map.

Once you arrive at the specified location, press ⊿/Ⓨ to pull the buyer from the wagon. He will offer to sell you Mary's brooch for $100. You can beat him to make him lower his price, first to $50, then to $25; after one further show of force, he will give it to you for free.

7 Return to Mary to complete the mission. If you accept her offer, you will attend a theater show.

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★ NO, NO AND THRICE, NO ★

Medal Goals	★ Kill both of the Foreman boys yourself during the chase ★ Finish with at least 90% accuracy
Notes	Ms Grimshaw will open fire when you move sufficiently close to your targets. If you struggle to kill the Foreman boys in advance of this, trigger Dead Eye to align clean headshots from a distance.

1 Speak to Mary-Beth at camp, then drive northwest to Radley's House with Ms Grimshaw. When you arrive, you can let her deal with the lone guard.

2 Storm inside the building with all guns blazing. There are two enemies to take down: one in the kitchen and another in the bedroom where Tilly is held captive. Cut her free by holding Ⓞ/Ⓑ.

When the horse chase begins, gallop at full speed toward the outlaws. Move close enough to align a clean headshot on the first target, then repeat with the second. You need to take the third enemy – Anthony Foreman – alive, so move within lasso range to capture him. Hogtie him, then stow him on your horse and deliver him back to Tilly.

★ THE GILDED CAGE ★

Medal Goals	★ While at the party, pour some drinks, compliment a guest's attire, accept a gift and save a life ★ Follow the servant without being detected
Notes	During the sequence where you are required to mingle with the party guests, you need to take part in specific interactions: offer champagne to the group of thirsty ladies near the dome; compliment the lady in front of the dome about her headdress; accept a ticket from the two men talking about theater between the dome and the fountain; and, for the final task, assist Algernon Wasp by the small buffet table near the canopy (lock on to him and help him out as soon as he begins to choke).

1 You will find Hosea at the camp, by the gazebo. The opening section of this mission is entirely straightforward. Follow the onscreen instructions until the fireworks begin. During the sequence where you mingle with party guests, note that the mayor is located by the fountain.

2 At this point, follow the servant from a distance. You need to remain undetected during this entire sequence. In the three instances where the servant has a brief conversation inside the house, stay back and out of his line of sight. You have plenty of time, so walk casually and observe your target from behind walls.

3 When the servant walks up the stairs and enters an office, wait until he moves into the next room then head straight for the marked desk to retrieve a document in the ledger. With this in hand, you can now return to Dutch at the gala and leave with him.

★ A FINE NIGHT OF DEBAUCHERY ★

Medal Goals	★ Win the game of poker without Strauss's help ★ After your cover is blown, escape the boat in under 35 seconds ★ Get five headshots ★ Complete the mission without consuming any health items
Notes	During the shootout, take down all enemies with instant headshots and position yourself close to the exit in advance. As soon as the door opens, rush outside and jump into the water. Every second you can shave off to meet the time requirement is a bonus.

1 Meet Trelawny in the north of Saint Denis. Head inside the tailor's shop and browse the catalogue to buy the designated suit.

2 Follow Trelawny to the barber's and have your hair styled or trimmed as you see fit.

3 Enter the carriage, which will take you to the Grand Korrigan. Follow Trelawny aboard the riverboat, then sit at the poker table to play. If you struggle with poker, you can find a guide on page 220. The dealer is actually on your side here, though. Fold at the beginning of the first game, which you would lose no matter what. In the games that follow, on the other hand, feel free to go all-in. After your opponent goes bust, follow the pit boss to the safe room. Disarm him, then be ready to shoot in the automatic Dead Eye sequence that occurs when you first attempt to loot the safe; afterwards, finish the theft. You should then follow Javier to the bar.

4

When the shootout begins, stay in your initial position behind the counter and dispatch the guards with quick headshots. After you thin their ranks, Javier moves to the exit and suggests that you escape. Sprint through the door and the corridor beyond, then jump in the water to complete the mission.

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Medal Goals	★ Shoot the O'Driscolls in the boat before they disembark ★ Get 15 headshots ★ Finish with at least 70% accuracy ★ Complete the mission while exclusively using sidearms ★ Complete the mission without consuming any health items
Notes	This combat-heavy mission requires perfect execution to earn a gold medal. The only time-sensitive requirement is the one where you need to shoot the O'Driscolls in the boat. This can be achieved after you jump through the window to protect Sadie (see step 3). Once you join her, sprint to the wooden crate a few steps beyond the one where Sadie takes cover. You can then dispatch the surrounding enemies, as well as the two that arrive by boat.

You can greet Sadie at camp, right by the house's front door. After the cutscene, pick off as many opponents as you can from your initial position on the balcony; prioritize stationary targets to secure multiple quick headshots. After a short while, Dutch asks you to move to the front door downstairs. Dispatch a few more O'Driscolls there, but be ready to retreat inside the mansion as soon as John makes the suggestion. Turn around and immediately push the cabinet over to barricade the door.

You have more shooting to do as you defend the house's back windows. Arthur will automatically break these when you aim if you are in cover next to one. As soon as Sadie screams, jump through the window with □/✕ and sprint to her at the back of the nearby cabin.

With Sadie now at your side, sprint to the cover position ahead and start eliminating your enemies. Two of them will arrive on a small boat: dispatching them before they touch the shore is required to complete a medal goal. The battle then continues toward the mansion's entrance. Deal with the O'Driscolls joining the fray with quick headshots, making sure you stay close to Sadie at all times in case she needs assistance.

★ URBAN PLEASURES ★

Medal Goals	★ Rob all the customers in the trolley station ★ Kill 10 lawmen while on the trolley ★ Prevent any lawmen from jumping on the back of the wagon ★ Shoot the dynamite thrown by Lenny ★ Complete the mission without consuming any health items
Notes	This is another mission where it's all about the execution. If you struggle with moving targets, particularly the lawmen on horseback, make liberal use of Dead Eye. You can actually trigger it in very short bursts to align single clean headshots; a full meter will enable you to do this multiple times. Don't hesitate to consume Dead Eye tonics if required.

1 You will find Dutch in a back alley in the southeast of Saint Denis.

2 As soon as things kick off, hold up each customer in the trolley station and press Ⓐ/Ⓨ to rob them, then force the cashier to open the safe.

3 The moment you are aboard the trolley, look for red dots on your radar and immediately take the corresponding enemies down. Switch sides as required to kill as many as you can.

After the crash, dispatch the guards surrounding you until Lenny and Dutch find an escape route. Immediately sprint after them through the archway, the courtyard, and the street on the other side. Throughout this process, take out any guards in your line of sight with quick headshots, jumping from one cover position to the next, until you reach a wagon.

During the wagon escape sequence, your goal is to eliminate all pursuers. Monitor their movements on your radar, and prioritize those closest to the wagon to ensure they do not jump on the back.

When you reach the bridge, try to land a headshot or two on the lawmen in the distance as you approach the roadblock. Once Lenny throws a stick of dynamite, use the automatic Dead Eye moment to shoot it in midair and clear the way.

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1 Meet up with Dutch at camp, on the balcony above the house's front door, then ride with him.

2

Once in Lagras, follow Thomas and help him out with his traps. After the second one, make sure to heed his warning and wait for the three alligators to swim by. When the group splits up, head to the highlighted area straight ahead. Beckon Jules, who is standing on a tree branch. From here, head to the nearby skiff.

Medal Goals	★ Return Jules to the skiff within one minute 40 seconds ★ Shoot the bullgator five times
Notes	The hardest challenge here is the first one. When you rescue Jules, sprint without pause in a straight line on your way to him, and on the way back. Having a fortified stamina meter can really help here.

3 After the cutscene where the skiff hits a tree stump, jump in the water and run towards Jules. Keep going forward while you search for him in the highlighted zone until you can pick him up. Now sprint back to the skiff as fast as you can using the most direct route.

4

Back on the boat, look for the bullgator in the distance and fire at it. The foam it generates on the surface of the water makes it easy to locate. Even if the creature itself is barely visible, take note of your aiming reticle: if it's red, your bullet will hit its mark. In the next sequence, follow the onscreen instructions to treat Jules's wounds. The bullgator will then attack you one more time: follow our previous advice as you fire to drive it away.

★ REVENGE IS A DISH BEST EATEN ★

Medal Goals	★ Search every room in Bronte's mansion ★ Get Bronte to the skiff within one minute 30 seconds ★ Get 20 headshots ★ Complete the mission without consuming any health items
Notes	As long as you search the other two highlighted rooms before finding Bronte, and quickly take out all enemies on the way with headshots, you should comfortably fulfil all requirements.

1 Meet up with Dutch in Lagras, on the pier outside Thomas's cabin.

Climb into the grounds of Bronte's mansion and follow John until you reach a few guards; take cover behind the fountain and open hostilities with a clean headshot. Gradually push forward to the other side of the fountain, where reinforcements will arrive. Take out all enemies as efficiently as you can, prioritizing those on the balconies – they can hit you even when you are behind cover.

3 The next shootout begins once you break into the mansion. Take cover behind the walls and pick off Bronte's men one by one with headshots. Now go up the stairs, dispatching any remaining foes.

There are three highlighted rooms that you need to search; go through all of these to complete the related medal goal. Bronte is in the middle one, right in front of you as you reach the top of the staircase. Pick him up and head back downstairs as the lawmen arrive.

5 You now need to return to the skiff, but with one very pressing complication: carrying Bronte means that you cannot take cover. This isn't too much of a problem if you have become an adept sharpshooter. If you struggle, try remaining at the back of your group, allowing the others to thin out enemy ranks for you. The mission ends as soon as you make it back to the skiff.

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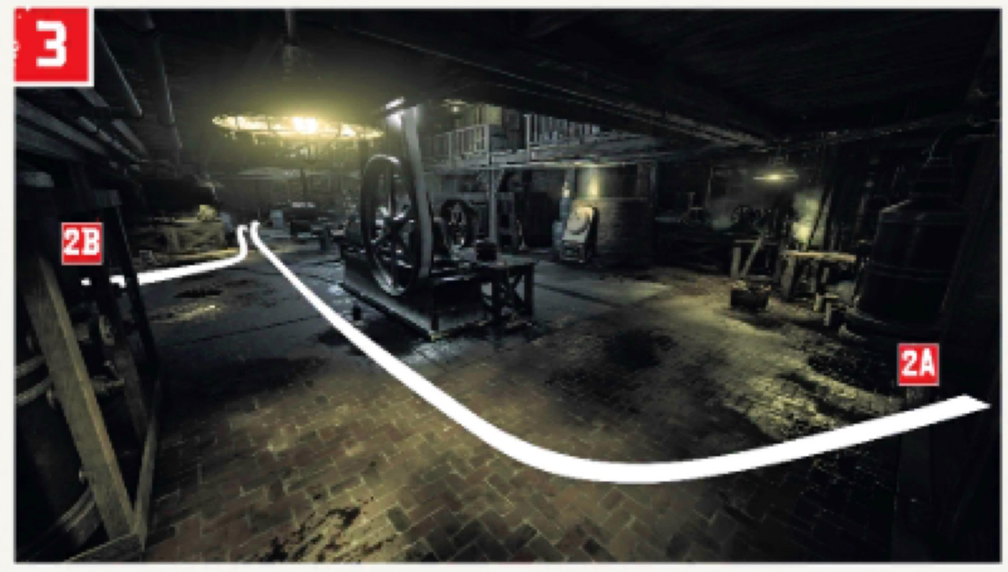
★ AMERICAN FATHERS I & II ★

Medal Goals	★ Infiltrate the factory by hiding in the wagon ★ Reach Danbury's office without being detected ★ Kill all the horseback pursuers during the escape ★ Finish with at least 80% accuracy
Notes	If you follow our walkthrough, you should meet all requirements on a first attempt.

1 Speak to Evelyn Miller in Saint Denis. After two in-game hours, the Eagle Flies marker will become available to the southeast of Valentine. During the opening stage of this mission, you can choose between two ways to sneak into the factory: by hiding in a wagon (2A) or by stealthily infiltrating the perimeter (2B). The former option is probably the easier of the two.

As soon as the introductory cutscene ends, sprint down the hill and hop inside the wagon by pressing □/✕. Exit immediately as it reaches its final destination, then climb up the stairs in front of you and go through the nearby door to enter the factory.

If you prefer to infiltrate the factory without using the wagon, one reliable plan is to approach the premises from the southwest corner, running alongside the railway. When you reach the platform, wait until the patrolling guard moves away or take him out silently with an arrow. At this point, you can quietly crouch-walk to the factory's main room.



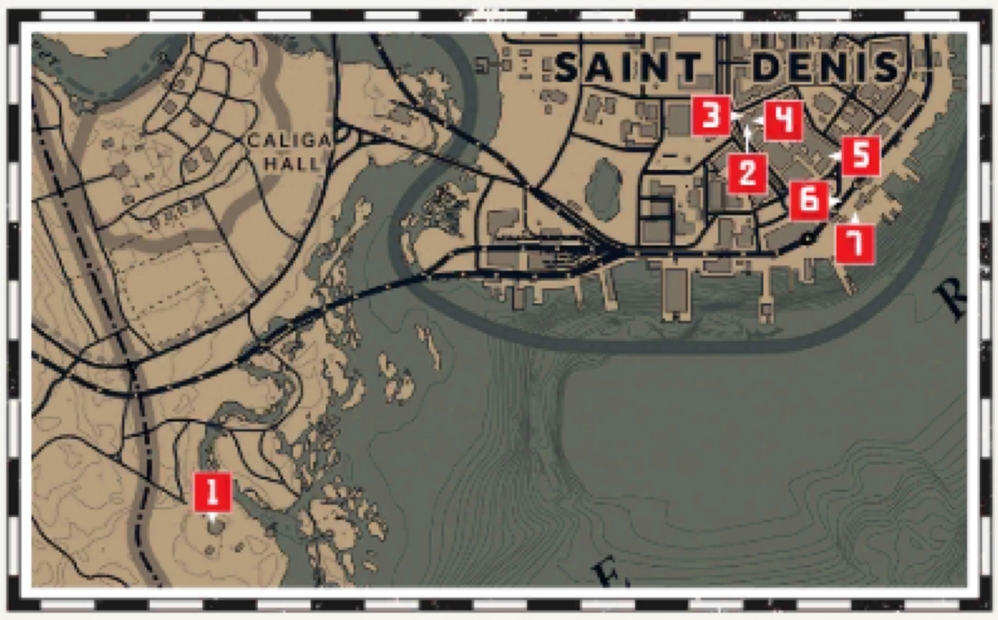
You now need to stealthily make your way upstairs. If you arrive from 2A, stay in your starting position and wait until the closest guard moves outside through the large opening on your left, then crouch-walk along that same side of the room until you reach the stairs in the back. The machines in the middle will offer you the cover you need to avoid the gaze of the guard on the right-hand side. If you arrive from 2B, go through the opening and take a left to reach the stairs.

Upstairs, you have a single sentry to worry about. He usually stands by the window, looking outside. You can sneak behind him and head straight to the office at the far end, though taking him down quietly is also an option.

5 Once inside the office, beat Danbury until he gives you the file you came for. Leave the room through the window. Back outside, dispatch the nearby enemies with quick headshots before heading to the site of the explosion. Move from cover to cover, killing all foes on the way until you find Eagle Flies in the middle of the highlighted area. Hop on your horse and follow your companion.

6 During the horseback escape, a handful of guards will give chase. Without slowing down, turn the camera to the rear and eliminate them.

★ BANKING, THE OLD AMERICAN ART ★



Medal Goals	★ Crack the safe without making a mistake ★ Complete the mission with sidearms exclusively ★ Get 25 headshots ★ Complete the mission without consuming any health items
Notes	These objectives require perfect combat execution. Make sure you put away the rifle that Javier gives you when you go through the hole in the wall, and take your time during each shootout: jump out of cover only when you feel it's safe to do so, align a quick headshot, then duck back to safety. If in doubt while cracking the safe, the correct combination is: 19 – 72 – 54.

1 Speak to Dutch inside the camp's mansion, then follow the convoy to Saint Denis. Choose your favorite weapon loadout before you leave your horse.

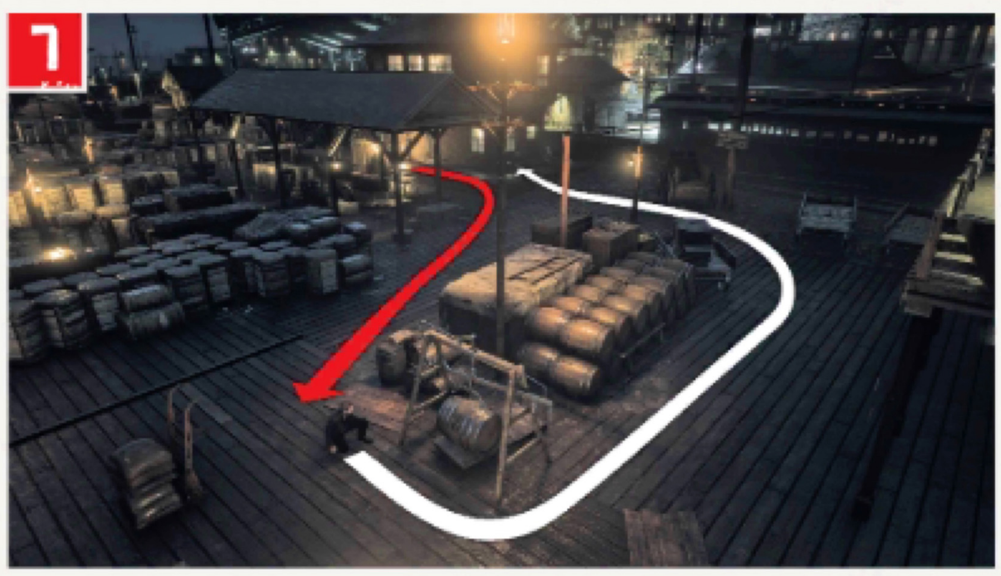
2 Once the hold-up begins, force the bank manager to open the vault. As previously, you can crack the safe by slowly rotating L counterclockwise, then clockwise, then counterclockwise again, using the intensity of your controller's vibrations to guide you. Maneuver slowly when you are close, one increment at a time, until your hear a click.

3 When the shootout begins, stay in your initial cover position and take out as many lawmen as you can with headshots. As soon as Dutch calls you, run to him behind the bank's counter. Pick up the dynamite he drops on the floor and place it on the marked wall, then take cover behind the counter and shoot the explosive.

Go through the hole in the wall and climb up the nearby ladder. Keep going until you reach the marked position on the rooftop. From this vantage point, you can snipe the enemies down below while the gang makes its way up. Pick off as many targets as you can, prioritizing those on the balconies and the Gatling gun as soon as it arrives on a wagon. Aim just above the muzzle flashes to kill the individual who is manning it.

5 Once everyone is in place, follow your allies across the rooftops until you reach a window.

After the cutscene, follow Dutch to the docks. Inside the train, crouch-walk at all times to avoid detection. When a guard with a lantern appears at the end of the carriage, swiftly take cover behind the train seats to your left.



Back outside the train, crouch-walk to the highlighted area and whistle to attract the guards. As soon as they start moving, go around the crates and rejoin your group. As long as you lie low and carefully monitor enemy movements on the radar, you have little to fear. After Charles's diversion, run to the boat to complete the mission.

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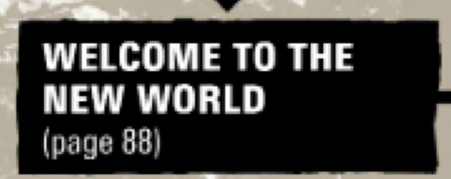

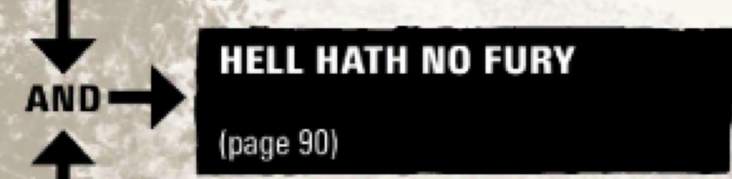

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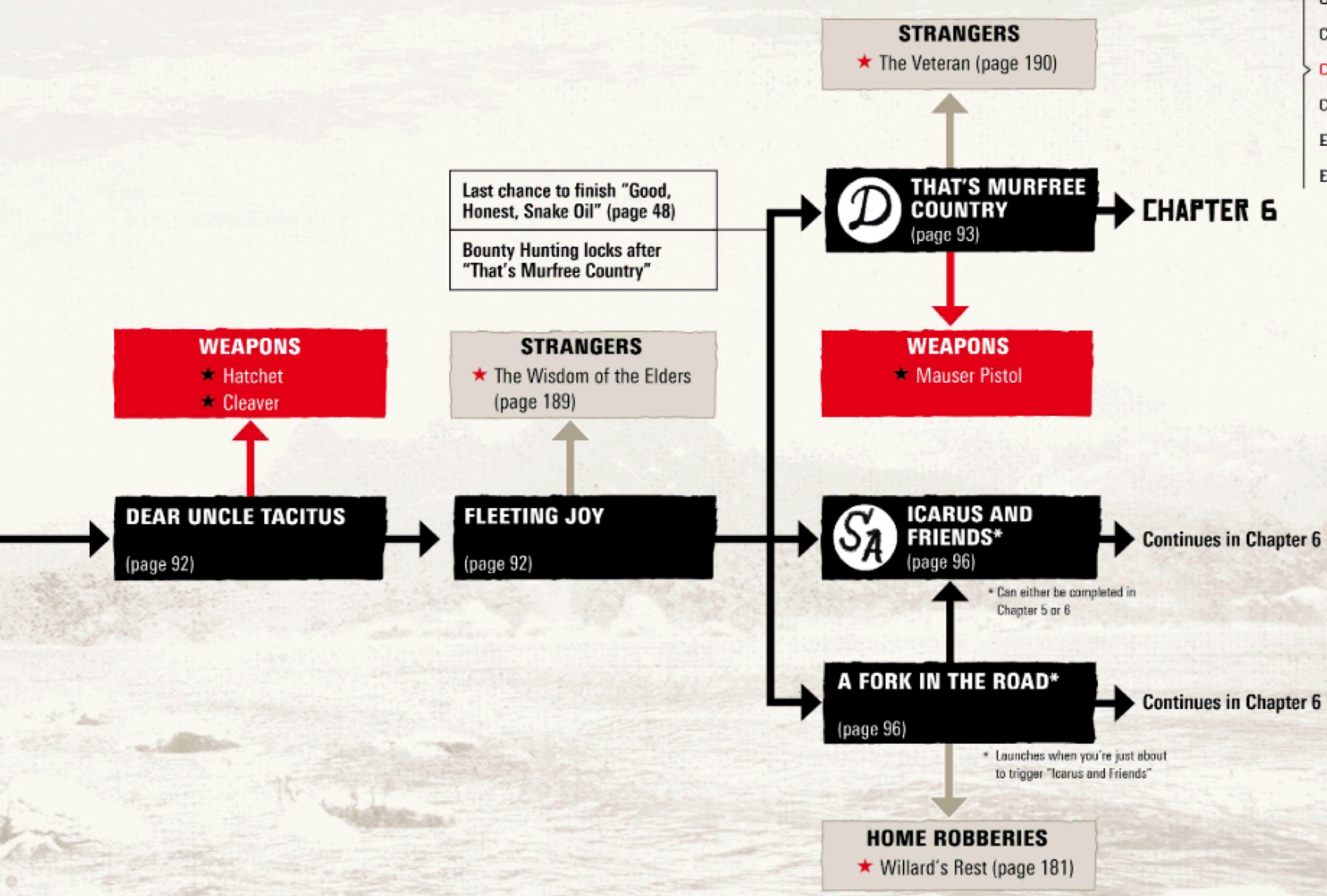
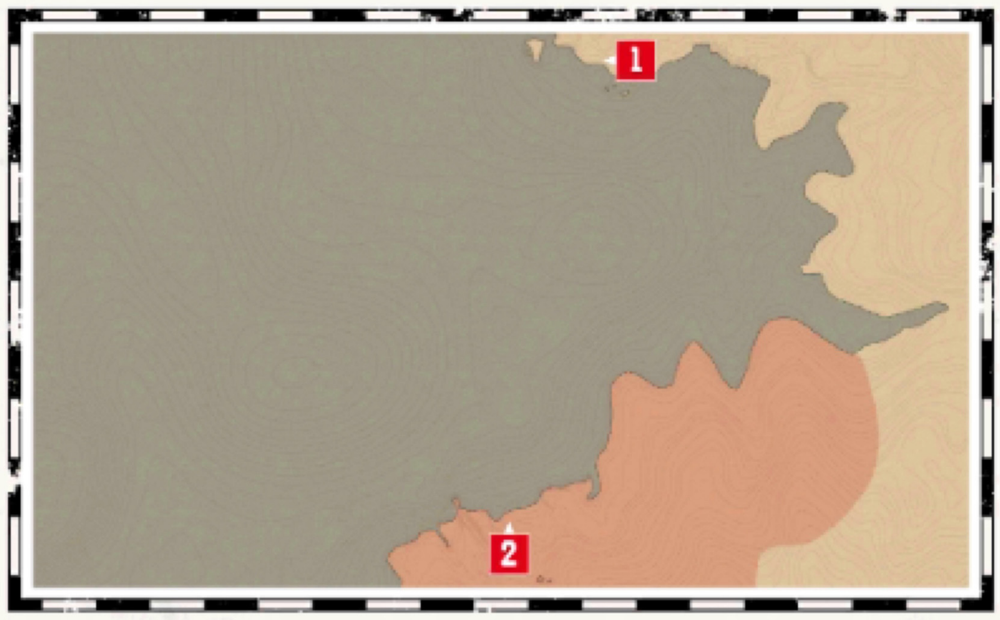
THE STORY SO FAR

In Saint Denis the gang met with Angelo Bronte, a local crime leader, who released Jack in exchange for their services. Trying to make money with a few heists, Arthur and his companions soon realized that Bronte had set them up. After Dutch took a sour revenge on the Italian, the gang attempted one final stunt: the robbery of the bank at Saint Denis. This was a disaster, as the Pinkertons were lying in wait. The gang had no other choice than to escape the locked-down city by stowing away on a southbound ship.



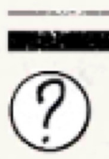
★ WELCOME TO THE NEW WORLD ★



Medal Goals	★ Do not fall behind while walking with the chain gang ★ Get 10 headshots
Notes	Scoring 10 headshots can prove difficult. Prioritize enemies that stand in the open to make the aiming process easier.

When you wake up on the beach, walk until you notice a plume of smoke on your left. Walk over to the campfire.

2 After the cutscene and further walking, two short shootouts take place. Pick off the targets from behind your initial cover position in both instances.



★ SAVAGERY UNLEASHED ★

Medal Goals	★ Release all the workers within four seconds ★ Get eight headshots ★ Finish within five minutes 40 seconds
Notes	Keep up with Leon, then execute the final steps perfectly: shoot the three ropes that the workers are hanging from in rapid succession, then dispatch Fussar's men without wasting a second.

1 Head to the "stranger" marker south of the river to initiate this mission. After looking around and trying to free your arms, rock left and right with Ⓛ until you fall. Immediately grapple your captor with △/Ⓨ, then beat him up.

Follow Leon through the ruins, staying behind cover at all times to avoid detection.

3 As you reach the far end of the ruins, take out the lone guard, then shoot the ropes that the workers are hanging from. Immediately turn around and take cover as Fussar's men will now be coming after you. Dispatch them, including the sniper that appears above the far wall, to complete the mission.

★ A KIND AND BENEVOLENT DESPOT ★

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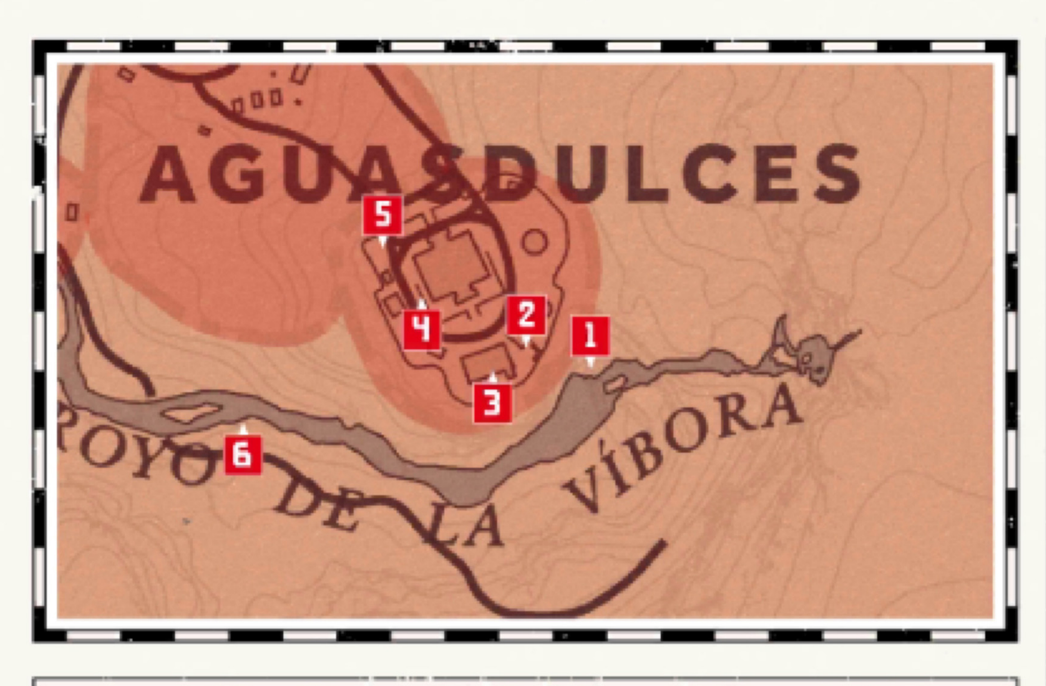


Medal Goals	★ Get Javier to safety within two minutes ★ Get 10 headshots
Notes	As soon as you rescue Javier, do not stop moving until you reach the river. Securing 10 headshots along the way should pose no problem.

1 You will find Dutch on the southeast side of Aguasdulces, by the waterfall. Shimmy across the narrow ledges with him, then follow Gloria through the caves. Tilt Ⓛ upward and repeatedly press ⊗/Ⓐ to lift the door when prompted.

2

Back outside, crouch-walk with Dutch until you run into a pair of guards: stealth-kill the right-hand one while he deals with the other. Hide the bodies behind the nearby well, then proceed forward.

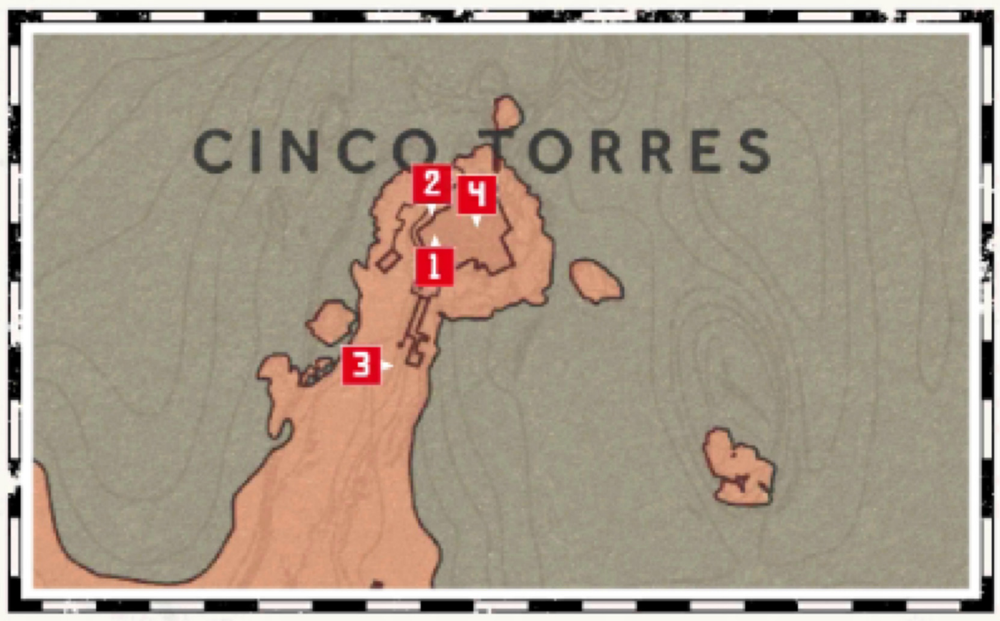
3 Repeat this stealth-kill strategy on the next duo inside the sugar refinery (this time hitting the left-hand target), then sabotage the building by examining the three marked interaction points: the valve, the sacks of sugar, and the shutters. Leave the building via the door behind Dutch.

4 Follow Dutch until you complete the rescue. From this point forward, your goal is to protect Javier as you escape the compound. Take cover and pick off the guards that arrive from all directions. Monitor their movements on your radar, transitioning between cover positions accordingly.

5 Flee through the sugar fields with Dutch. Whenever you notice red dots approaching from behind on your radar, turn and dispatch them before resuming your escape.

6

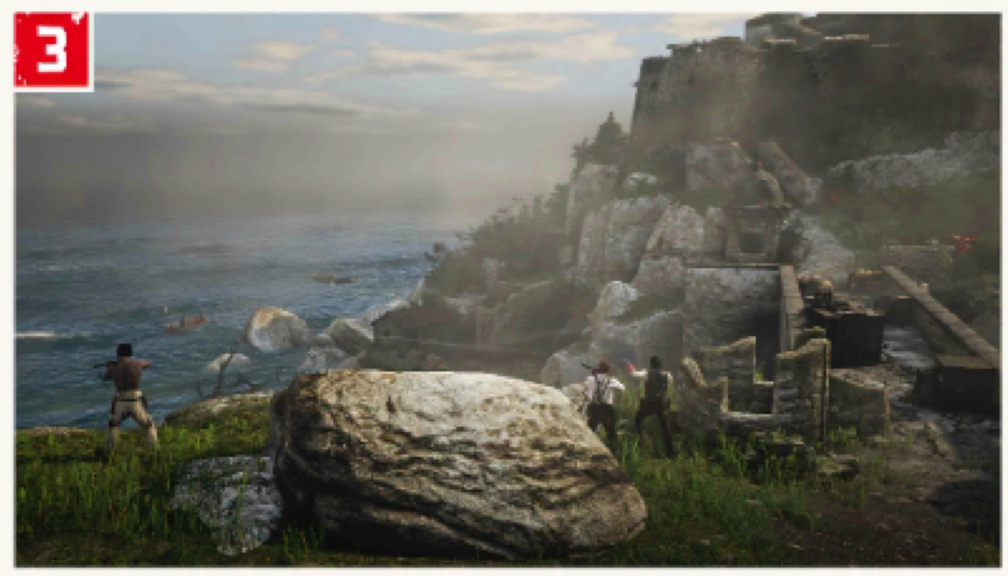
Cross the river and take cover behind one of the rocks. Your goal is now to hold off the remaining guards. They will arrive in large numbers, so try to eliminate them swiftly with the usual technique: jump out from cover and take a shot (preferably to the head by flicking Ⓡ), before immediately returning to cover. Be especially mindful of the snipers that appear on the cliff. These marksmen can hit you even while you are behind cover, so prioritize them above all other targets. They might be hard to spot if they are concealed behind foliage, in which case you may need to manually adjust your shots.



Medal Goals	★ Prevent four boats from reaching the shore ★ Destroy the naval ship without missing a shot ★ Finish with at least 70% accuracy
Notes	Preventing four boats from reaching the beach is the biggest challenge here. The key is to land headshots, though this is complicated by the disruptive cannon shots and the distance between you and your targets. If you struggle, shots to the chest can work too. As soon as you have stopped the first two boats, move to the other side of the bridge and repeat. At this point, check the progress of the remaining boats on your map and react accordingly.

1 Regroup with the others on the roof, then pick off Fussar's men on the beach and bridge below. They are at a distance where you only need to make a fractional adjustment on Ⓡ to align headshots every time you lock on. Once you have wiped them all out, help Hercule push the cannon: stand behind it, tilt Ⓛ forward and tap ⊗/Ⓐ repeatedly.

2 Pick up the double-barreled shotgun on the wooden crate at the bottom of the stairs. It works extremely well against nearby targets, such as the hostiles you encounter as you follow Dutch and Hercule down to the beach. Once you get there, we suggest you switch back to your bolt action rifle or carbine repeater, which both offer superior range and ammo capacity.



Once you reach the end of the bridge you will need to issue orders to your allies. We suggest that you send them to the right-hand side, where enemy boats tend to arrive first. By focusing your party's fire on them from your vantage point on the bridge, you can take down most enemies quickly, then move to the other side and repeat. Run down the stairs and eliminate the remaining soldiers before regrouping at the waypoint.

Follow Hercule back up to the roof where you can now man the cannon to destroy the ship. Note that you need to aim higher to take the trajectory of the projectiles into account. As a rule, if your reticle is aligned with the top of the ship, you will generally hit it just above the waterline. Fire without pause, reloading whenever you run out of ammo, until the vessel sinks.

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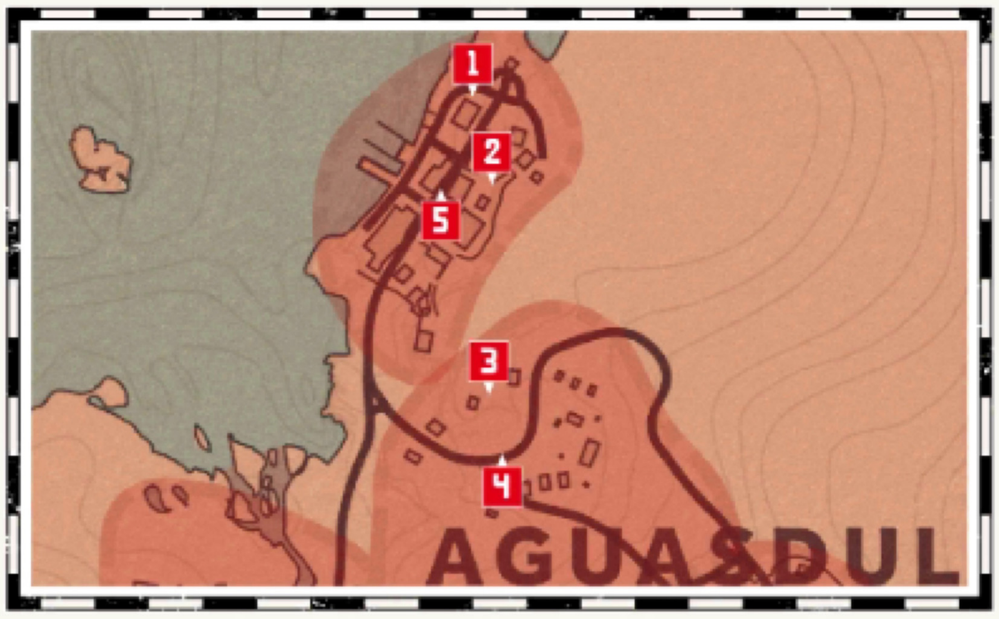
★ PARADISE MERCIFULLY DEPARTED ★



Medal Goals	★ Kill the first two sentries without being detected ★ Escort the captain to the boat within one minute 45 seconds ★ Get 25 headshots ★ Complete within six minutes 45 seconds
Notes	Your priority here is to be effective during battles. Speed through each encounter by chaining headshot after headshot, and sprint to your destination. You really can't afford to stop at any point.

1 Run up the hill with your companions. When you reach the two guards, creep behind the first one to perform a stealth kill; Micah will take care of the other. Plant the explosives on the cannon before you move on.

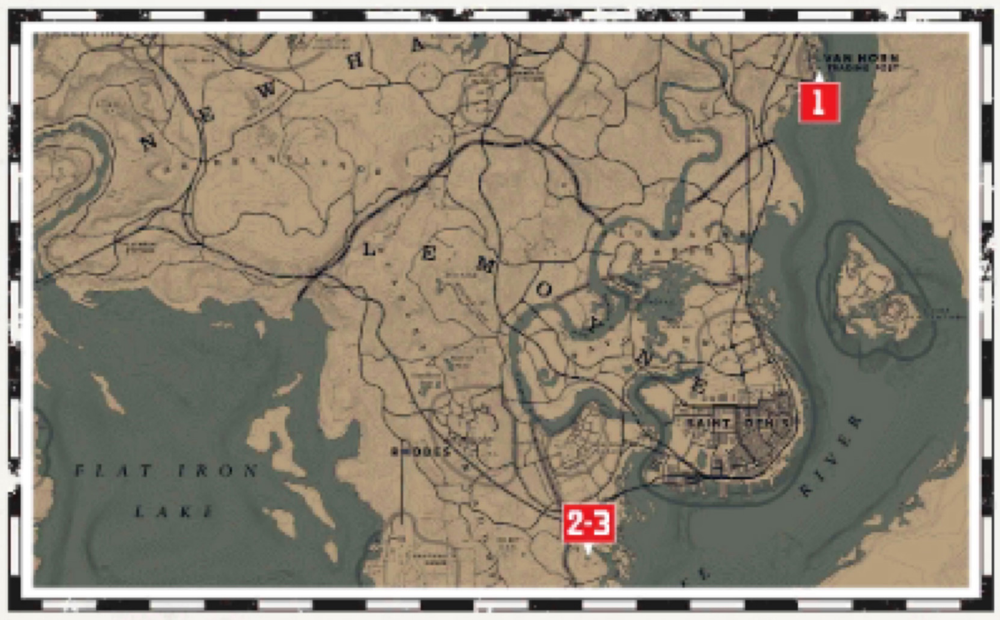
Move through the ruins, gradually eliminating the soldiers you encounter on the way, and paying special attention to those on vantage points. Climb up the stairs at the end to reach the lookout platform, where another shootout takes place.

3 Now head toward the workers compound. Start the battle from the first cover point, then push on to the highlighted house where the captain awaits. During the Mexican standoff, wait until you can look down to kick a gun towards the captain.

4 Expect more resistance on your way back to the ship. Move aggressively from cover to cover, eliminating as many foes as you can with instant headshots.

Avoid the main alley when you are instructed to get to the cannon, as it is dangerously exposed to shots from the turret at the top of the tower. Instead, advance via the left side of the ruins, jumping above the various walls. Use the cannon to blast the top of the tower and end the mission.

★ DEAR UNCLE TACITUS ★



Medal Goals	★ Leave Shady Belle without being spotted by the Pinkertons ★ Finish within eight minutes
Notes	Technically, you don't need to kill any Pinkertons. Sneak behind the first one and crouch-walk directly to the entrance door to make your escape, then gallop to your destination.

1 You regain control of Arthur on a pier at the Van Horn Trading Post. Steal the horse at the top of the steps and ride to Shady Belle.

2 Inside the mansion, pick up the letter on the living room table.

3

As soon as the cutscene ends, crouch and wait for a first Pinkerton to pass through the nearby doorway, then sneak behind him with your knife in hand and perform a stealth kill. A second is examining the fireplace in the adjacent room: either kill him in the same fashion, or leave through the door. Once outside, mount up and ride to Lakay.

★ FLEETING JOY ★

Medal Goals	★ Kill two Pinkertons during the Dead Eye ambush ★ Get at least 70% accuracy with the Gatling gun ★ Get five headshots with the Gatling gun ★ Complete the mission without consuming any health items
Notes	As long as you use the Gatling gun sensibly, more like a semi-automatic rifle fired in short bursts, these objectives are relatively accessible.

1 Follow Sadie to the other house, climb through the trapdoor, and get in cover by the entrance.

2 The shootout begins with an automatic Dead Eye moment: don't miss the opportunity to tag a few enemy heads to take them out instantly. Sprint to cover and eliminate the others with standard headshots.

2

3

After dispatching more foes, you will be invited to man the Gatling gun – it's marked in yellow on your radar. Sprint to it and take control with △/Y. You can fire by holding R2/RT. Mow down the Pinkertons and the reinforcements that join them; note that you can cause large explosions by shooting the red crates. The mission ends when your opponents start to flee.

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★ THAT'S MURFREE COUNTRY ★

Medal Goals	★ Get 15 headshots ★ Deliver Meredith to her mother within two minutes ★ Finish with at least 85% accuracy ★ Complete the mission without consuming any health items
Notes	Melee kills are incompatible with the headshot requirement: use weapons and Dead Eye liberally. When taking Meredith back to her mother, you can cut through the woods during the first part of the journey to save time.

1 Dutch can be found at the Lakay camp. After your conversation, talk to Charles and ride with him. Note that equipping a powerful close-range weapon, such as a shotgun, will prove useful soon. Charles asks if you wish to make part of the journey by canoe, but we suggest you ride your horse instead: this way, you'll have access to your saddle. When you reach the two Murfrees, take out the one on the left with a silent weapon (such as a throwing knife): Charles will eliminate the other simultaneously. After a short walk, you have another choice to make: you can either sneak into the cave (**2A**), or flush the Murfrees out with dynamite (**2B**).

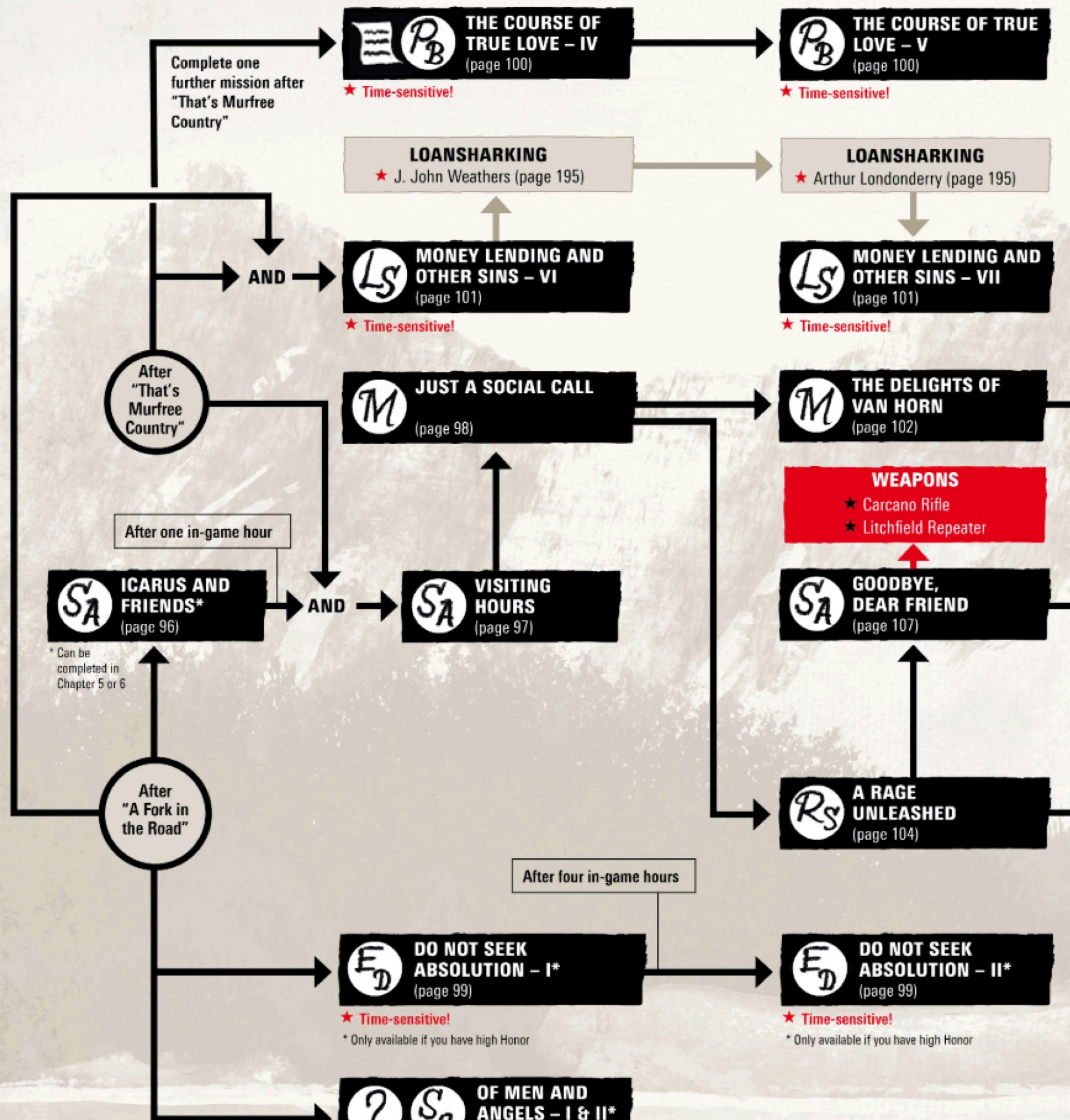
2A If you opt for the infiltration scenario, creep behind the sentry at the cave's entrance and slit his throat. Take out the next target silently inside the cave (or ask Charles to do so for you). There are two more Murfrees that you can stealth-kill from behind by dropping down from the ledge to your right. At that point, however, stealth is no longer possible: the next Murfree you eliminate will raise the alarm.

If you chose the dynamite approach, head toward the cave entrance and throw an explosive at the Murfree. The detonation will kill him, but also alert all of his companions. Take cover and be ready to repel a challenging wave of enemies. Push forward into the cave when you're ready.

Once the shootout inside the cave begins, advance very cautiously. Some Murfrees have a nasty habit of charging to your position and attacking with a melee weapon, which can kill you with a single strike; eliminate these as a priority. Keep as much distance as you can from your foes, monitoring their movements on the radar and – where possible – try to bottle them up at chokepoints where you can fire at will. Move deeper into the cave only when the coast is clear. After all targets have been eliminated, head to the cage and rescue the girl.

4 Take Meredith back to Annesburg on horseback. Note that accepting or refusing the money reward from her mother has no honor consequences.

CHAPTER 6: BEAVER HOLLOW



THE STORY SO FAR

Stranded in the Caribbean on the small island of Guarma, Arthur and his companions were made prisoners by Fussar, a powerful man running the island's sugar plantations. Joining with a local resistance group, the gang managed to escape and return to the mainland. Briefly reunited in a new camp at Lakay, the Van der Linde gang, or rather what was left of it, was quickly attacked by Pinkertons. On the run again, they managed to establish a new base at Beaver Hollow.

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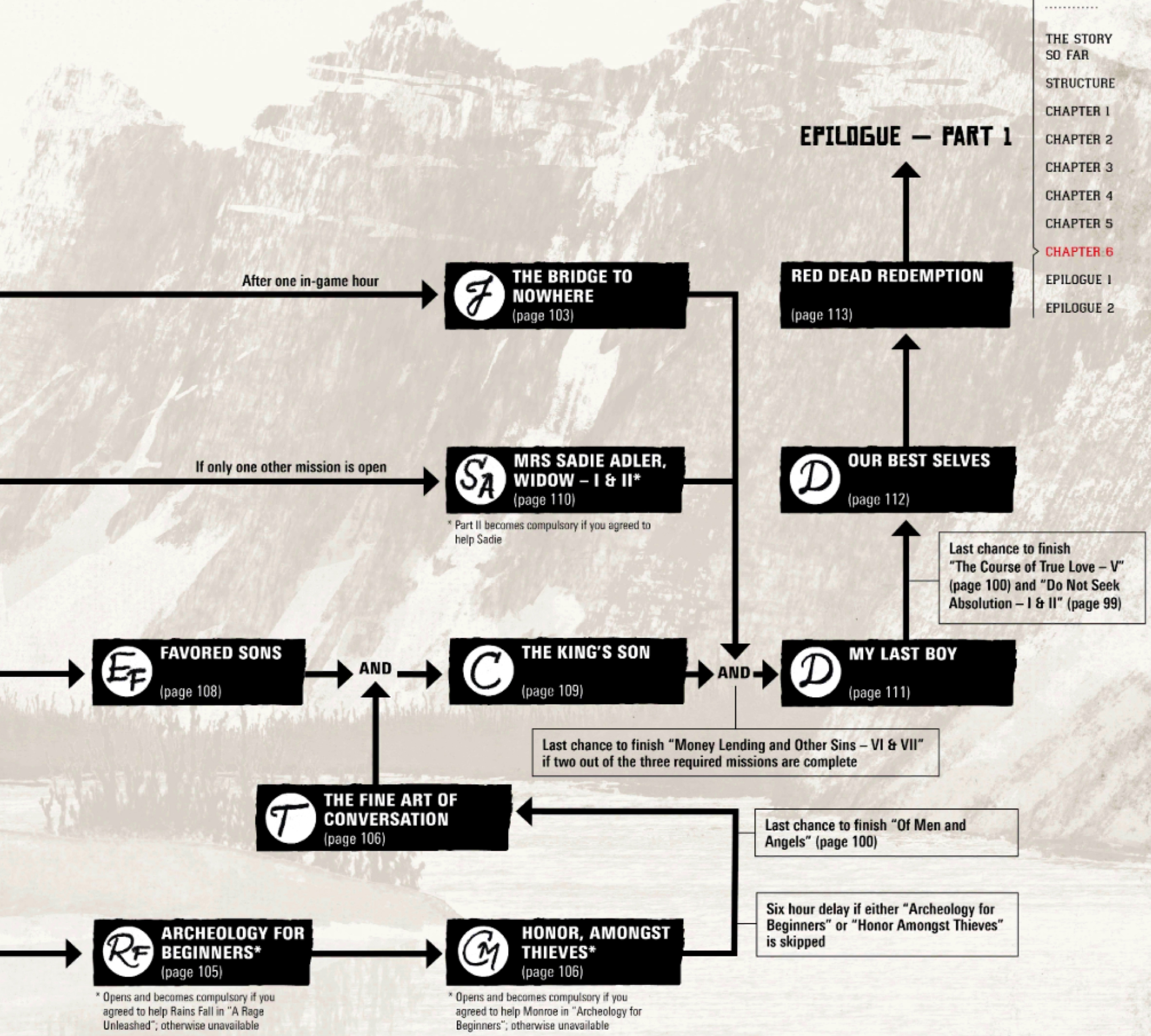


A FORK IN THE ROAD

As you approach Sadie's marker in Saint Denis to begin "Icarus and Friends", this mission is triggered automatically. It is primarily a cinematic sequence that is best experienced without any form of guidance. Completing this within three minutes five seconds will reward you with a gold medal.

After this set-piece event, you might soon notice that your attribute cores deplete a little more rapidly than they used to. This is not just an impression, but a fact – turn to page 166 for details.

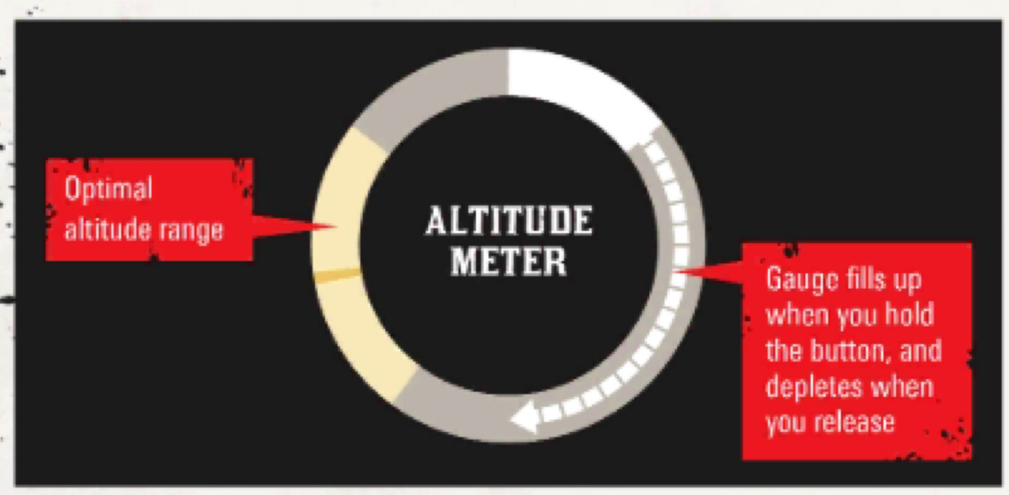
★ ICARUS AND FRIENDS ★

Medal Goals	★ Keep the balloon at the correct altitude for the entire journey ★ Get five headshots from the balloon ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	All of these goals should be rather straightforward. The final shootout can be brutal, so remain behind cover as much as possible and make each shooting opportunity count.

Note that this mission can be played either at the end of Chapter 5 or at the beginning of Chapter 6.

1 Meet up with Sadie in Saint Denis and follow her to the outskirts of the city.

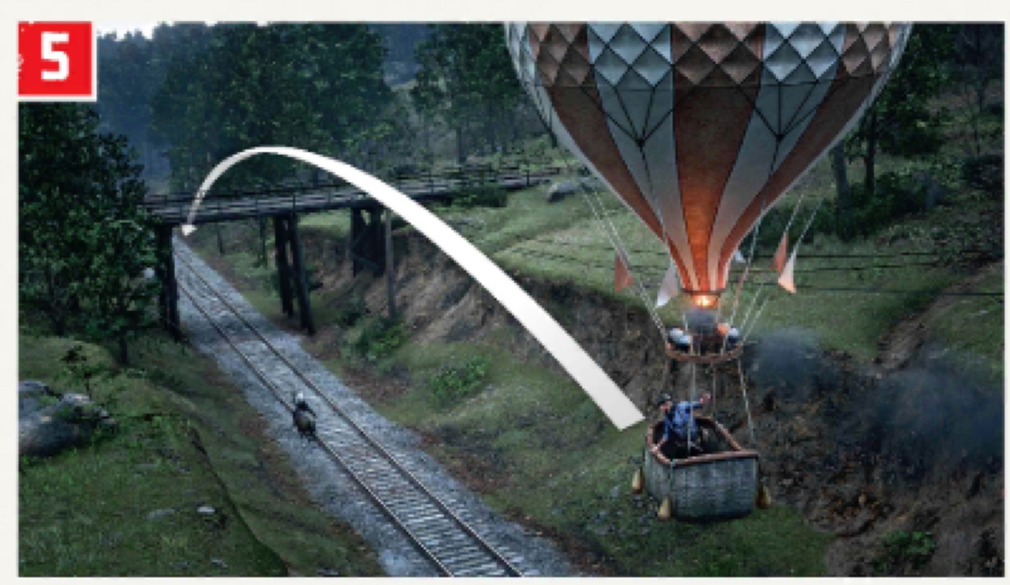
2 The Ascend prompt in the lower-right corner of your screen shows your altitude. As you hold R2/RT to rise, observe how the gauge fills. If you look closely, you will notice a faded yellow segment in the left half of the circle: this corresponds to the optimal altitude range. Once you reach this, the gauge itself becomes yellow.



Your goal is to stay within that zone by regularly topping up the gauge. This is by no means difficult – you simply need to keep an eye on the current level and hold R2/RT briefly at regular intervals. Note that the optimal zone will gradually transition towards the bottom of the gauge as you near your destination. This reflects the fact that you need to lower your altitude to observe the penitentiary from up close, so adjust the spacing of your button presses accordingly.

Once in a stationary position above the penitentiary, use the binoculars to search the fields for John. When you locate a group of prisoners, tilt L upward to zoom in and ascertain if he is among them. As soon as the guards start firing at you, ascend again to leave the area.

4 You will soon notice Sadie below with O'Driscolls in hot pursuit. Perched in the hot-air balloon, you are in a perfect position to snipe them. Wait until you are within range – your reticle will turn red when aligned on a target – before you open fire.



Once alone in the balloon, you are back in charge of its altitude. As previously, make sure you stay inside the marked zone on the gauge. You will need to gain height to pass above the bridge, then immediately descend for the rope to be within Sadie's grasp. Pull her up by tilting L upward and tapping ⊗/A repeatedly.

6 The mission ends with a final shootout. Eliminate the O'Driscolls that run in your direction from your initial cover position. As you finish the last ones off, reinforcements arrive from behind you: turn around and sprint to a cover position on that side. These foes are numerous and aggressive so proceed cautiously, taking great care to minimize the time that you spend out of cover to shoot.

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★ VISITING HOURS ★

Medal Goals	★ Get headshots on both prison guards when sniping from the tower ★ Escape to the boat within two minutes 45 seconds ★ Finish within nine minutes ★ Finish with at least 80% accuracy ★ Complete the mission without consuming any health items
Notes	The primary consideration here is speed, particularly during your escape with John. Only eliminate foes that pose a direct threat, making brief stands at each available cover position. The rest of the time, focus on covering ground as quickly as possible.

1 You will find Sadie on a pier northwest of Sisika Penitentiary.

2 After a brief rowing session, you will reach the island's shore. Immediately crouch and stay low as you follow Sadie to the watchtower. Climb up the ladder and stealth kill the guard at the top.

3 Pick up the rolling block rifle and use the scope to observe the group to your right, in front of the barn. Take out the two guards with headshots, then run to that location.

4 After the cutscene, march your hostage to the prison entrance. When the shootout begins, immediately sprint back to the other side of the bridge and take cover behind the wooden crates or barrels. This is a very strong defensive position as the guards can only come after you through a natural bottleneck. It also makes it harder for snipers on the penitentiary's walls to hit you.

As soon as Sadie and John start running through the field, join them and provide protection from all incoming enemies. When you reach a collection of wooden crates and cotton bales at the end of the field, take cover and make a brief stop to dispatch as many guards as you can. This will facilitate Sadie and John's advance towards the boat. Join them as soon as they reach the shallow water.

6 A final shootout occurs on the boat. You have no cover available here so make each bullet count with practiced flicks of Ⓡ as you lock on to secure headshots.

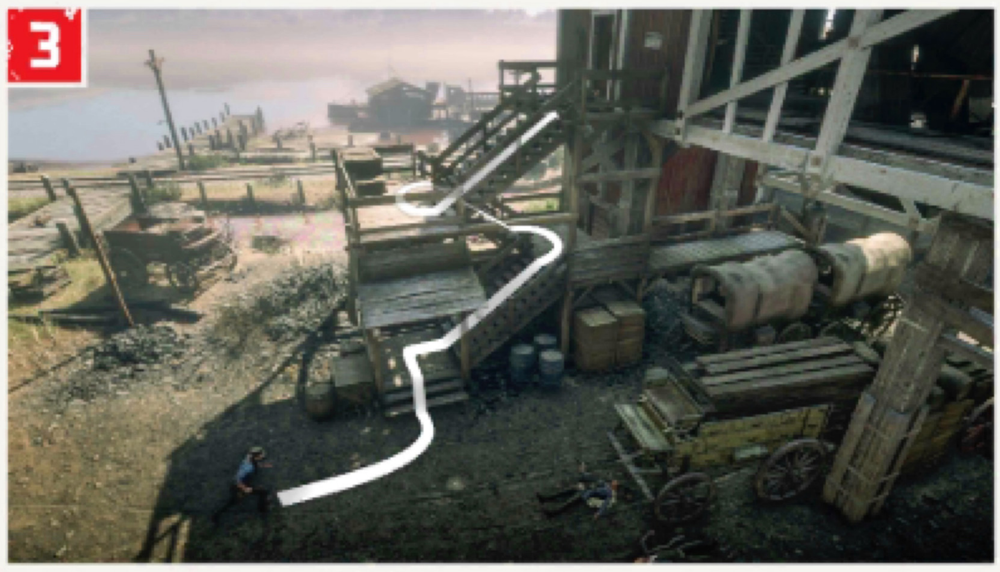
7 Back on the shore, mount up and follow your friends to Beaver Hollow.

★ JUST A SOCIAL CALL ★

Medal Goals	★ After killing Cornwall, reach the horses within two minutes 45 seconds ★ Headshot three mounted enemies ★ Complete the mission without consuming any health items
Notes	To reach the horses within the deadline, you have to move very quickly. You will need a high headshot success rate to progress through each enemy encounter at the required pace.

1 Meet up with Micah between two of the small wooden houses in Annesburg. Follow him and Dutch, then take cover behind the highlighted crate.

2 When the shootout begins, dispatch the men on the boat from your initial position, then turn around and transition to one of the crates to welcome the Pinkerton reinforcements arriving from the opposite direction.



Keep up with Dutch as he looks for Micah, eliminating all enemies that you run into on the way. If you lose sight of him when you reach the coal mining facility, head up the stairs.

You will face resistance as you follow Dutch and Micah, but nothing that should prove too taxing. Make sure not to linger on the stairs with the coal conveyor belt, where you will be exposed to shots from all directions. When you reach the top of the stairs, a final wave of guards awaits: you can get rid of at least two of them instantly if you fire at the oil wagon. Once they're all dead, walk to the highlighted area to free the horses.

5 During the horseback escape, several groups of mounted enemies will attempt to stop you. Steering your horse and aiming simultaneously can prove a bit complicated, so focus on one or the other at a time: as soon as you are within firing range, leave Ⓛ alone for a few seconds (your horse will maintain its gait), and lock on to your targets to align clean headshots. You can then immediately return your attention to the escape. Dutch and Micah will not outdistance you if you're swift.

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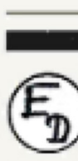

★ DO NOT SEEK ABSOLUTION – I & II ★

Medal Goals (Part I)	★ Finish within one minute 20 seconds
Notes	Gallop to the mine and alternately block and counterattack to win the fist fight quickly.

Medal Goals (Part II)	★ Find Edith Downes within one minute 10 seconds
Notes	Head straight to the area shown in step 5 without stopping at the bridge to examine anything.

1 If you have a high honor rating (at least rank 4), you will find Edith Downes by the coal mining facility in Annesburg.

2 Head to the mine at the top of the hill to find her son, Archie, being bullied by the foreman. Beat him down to free the boy.

3 Four hours later, you can meet Archie again in a small alley perpendicular to Annesburg's main street, right next to the newspaper seller.

Follow the railway to the highlighted area, northeast of the town. Activate Eagle Eye to reveal a trail on the path that runs below the bridge, towards the northwest.

The trail will lead you to a horse hitched to a tree, and to Edith Downes a few steps beyond. Persuade her to go back to town – whatever tone you use ("ask" or "demand") leads to the same result. Take her back to Archie to complete the mission.

★ OF MEN AND ANGELS ★

1 Greet Sister Calderón outside her church in Saint Denis. She asks you to donate food for the poor. You can complete this immediately by offering any four food items, or 10 dollars, or an equivalent combination of money and foodstuffs.

★ THE COURSE OF TRUE LOVE – IV & V ★

Medal Goals	★ Headshot five of the Braithwaites as they pursue the train ★ Finish within seven minutes 30 seconds
Notes	You can hop aboard the train before the end of the fist fight to save time. If in doubt, use Dead Eye to secure the required headshots while the train is in motion.

1 Read the letter from Penelope in your tent. Penelope awaits outside the small cabin that faces the gazebo where you first met her. Take her with you on your horse and ride to Rhodes.

2 Once at the train station, buy tickets for the couple. They will soon be attacked by Beau's cousins. To defeat this pair in the ensuing fist fight, block their initial punches and counter with a couple of blows of your own, then repeat. Get on the train immediately afterwards.

3

Head to the flatbed carriage to the rear when the train is attacked, then take cover and dispatch the mounted thugs with quick headshots. Afterwards, enter the engine car and drive the train to Riggs Station.

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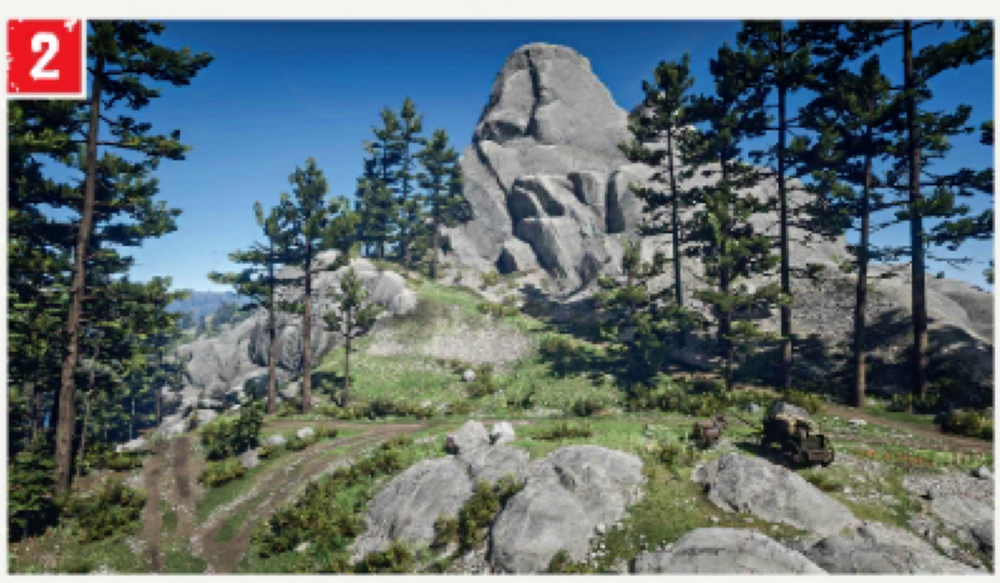
★ MONEY LENDING AND OTHER SINS – VI & VII ★

1 Speak to Strauss at camp to receive the details of two new debtors.



John Weathers can be found near Moonstone Pond, to the west. He is trying to repair his broken wagon on the side of the road. When you confront Weathers, a group of soldiers searching for him launch an attack. Take out as many as you can from your initial cover position, then push forward to the rocks to finish off the last few survivors. Once the dust settles, you have to choose between absolving or recovering the debt. The former option will net you 10 honor points but no additional recompense; the latter will get you the reward (a silver locket) but make you lose five honor points.

To find **Arthur Londonderry**, head to the entrance to Annesburg's mine. After questioning the guard, enter the pit and speak to the foreman. Your next destination is the debtor's widow, outside a small cabin at Butcher's Creek – a short ride to the south of your current position. Arthur automatically decides to absolve her, but you are free to give her money too; doing so costs a nominal dollar sum but rewards you with 20 honor points.

4 You can now return to camp to confront Strauss.

★ THE DELIGHTS OF VAN HORN ★

Medal Goals	★ Headshot five soldiers with a long scoped rifle ★ Finish with at least 85% accuracy
Notes	A sniper rifle customized with a long scope might help you to complete the first challenge. You might find it difficult to land headshots on moving targets. Activating Dead Eye will greatly help you here; feel free to replenish your meter with a tonic if you run out.

1 Meet Micah at the waypoint just west of the Van Horn Trading Post, then ride with Bill to the ambush location.

2

Go upstairs in the derelict house and take cover by a window. From here, you are in a perfect position to snipe the wagon guards. Once you have cleared the street, run back downstairs and join Bill on the wagon.

3

Enemies will soon give chase as you ride back to camp. Your priority here is to prevent them from shooting the wagon too much: their bullets will eventually hit the dynamite, leading to instant death. Take out your favorite weapon and focus on securing headshots, prioritizing the enemies close to the back of the wagon. The movements of your mounted pursuers can be unpredictable, so activate Dead Eye if required. The mission ends when you reach Micah, irrespective of who's driving.

★ THE BRIDGE TO NOWHERE ★

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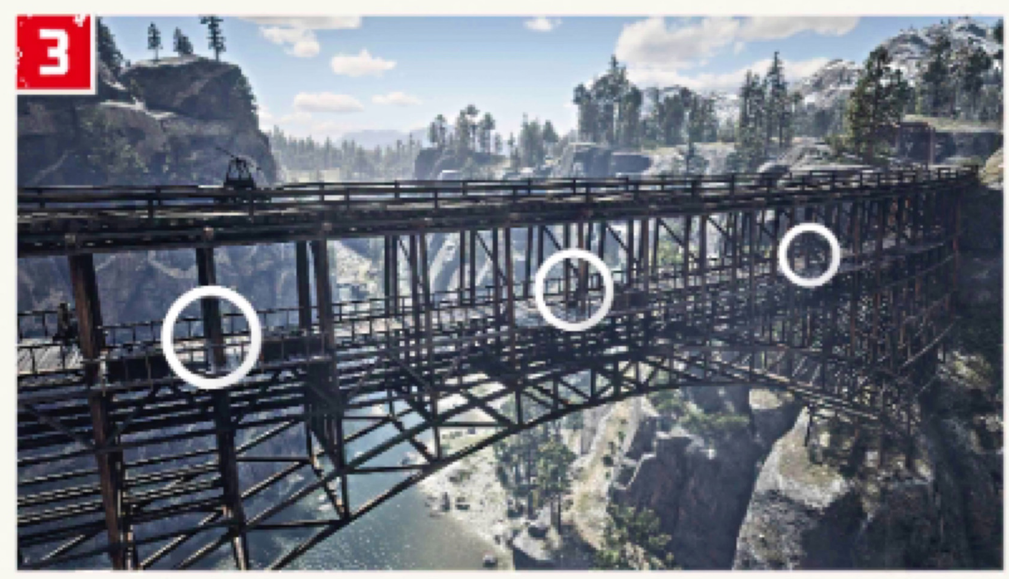
Medal Goals	★ Plant the dynamite within one minute 35 seconds ★ Escape the oncoming train within 19 seconds
Notes	This set of objectives is straightforward, but requires perfect execution. Memorize in advance the exact location of each pillar: every step and every second counts.

1 You will find John at Bacchus Station. To move the hand car, hold ⊗/Ⓐ when it's Arthur's turn, release when it's John's turn, and repeat in sequence.

2

Next, pick up the first crate of dynamite and walk a few steps toward John, who waits on the floor level below. To lower the crate to him, you need to alternately hold L2/LT and R2/RT until he can grab the explosives. Collect the second crate and proceed in the same way to lower it down to John.

3



After going down the ladder, you now need to plant dynamite on the bridge's pillars. There are three positions in total: for each one of them, you must first pick up dynamite at the foot of the ladder, then head to the corresponding marker.

4 As soon as the cutscene ends, sprint back to the hand car. Use the same controls as previously (hold ⊗/Ⓐ when it's Arthur's turn to press, release when it's John's) to reach safety before the train crushes you. Finally, use the plunger to blow up the bridge.

Medal Goals	★ Knock out two soldiers on the boat ★ Round up the horses and reach the shore within one minute 30 seconds
Notes	A very easy set of optional objectives that simply require you to move swiftly.

1 Speak to Reverend Swanson at camp, then follow Dutch and Eagle Flies all the way to the beach.

2 Once aboard the canoe, head in the direction of the boat. Steer with Ⓛ and press ⊗/Ⓐ in time with the paddle entering the water to row more quickly.

On the deck, perform a stealth knockout on the enemy directly in front of you. Repeat this on the foe who walks out from where the horses are stabled while your allies neutralize the others. This leaves three men, who can be found playing cards near the ship's bow. If you want to persist with non-lethal force, crouch-walk behind the closest one to take him out, then bludgeon the other two until they fall – though if you have already satisfied the related medal goal, there's no reason why you can't just draw a weapon and get it over with. When the men have been dealt with, plant dynamite on the nearby anchor.

After the cutscene, swim toward the three horses in front of you and mount any one of them. Now head to the shore; the other two horses will follow your lead.

5 A final cutscene is triggered when Dutch joins you in the highlighted area. You are given a choice of whether to help Rains Fall or not. If you opt to help, you unlock the "Archeology for Beginners" mission. If not, you will miss that mission altogether, as well as "Honor, Amongst Thieves".

★ ARCHEOLOGY FOR BEGINNERS ★

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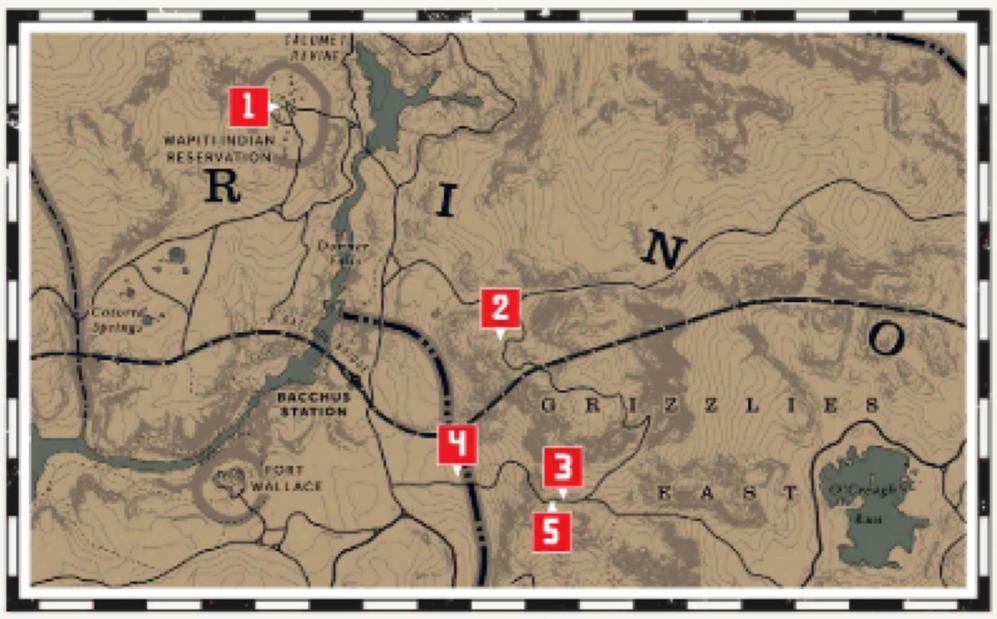


Medal Goals	★ Recover the relics without being detected ★ Recover the relics within one minute 30 seconds
Notes	To meet both requirements, you need to be both fast and stealthy. Gallop down the hill and dismount a short distance before you reach the camp. Crouch-walk straight to the relics while the patrolling guard moves away, then quietly return to your horse and gallop at full speed back to Rains Fall.

1 Look for Rains Fall at the Wapiti Indian Reservation, in the tent by the campfire. Follow him on horseback as he leads you to a sacred site. During the ride, Monroe asks you if you are willing to help him: accept and you will unlock a new mission ("Honor, Amongst Thieves"); refuse, and you will lose the opportunity to complete that mission.

2 Rains Fall will make a couple of stops during the journey to pick up herbs. As you ride to higher elevations, temperatures will start to fall: don't forget to change to a warmer outfit via the horse wheel.

3 When you reach your destination, activate Eagle Eye and inspect the clues revealed in the highlighted area.

4 Make your way down toward the army camp at the foot of the mountain. Your objective is to retrieve the Chanupa and the sacred items that lie on the ground, in the middle of the camp, next to the cooking pot. We strongly recommend that you avoid fatalities, as completing this objective without bloodshed leads to a valuable reward. Wait until the guard that patrols around the entire camp moves to the opposite side, crouch-walk over to take the items (see accompanying screenshot), then retrace your steps and quietly leave the area.

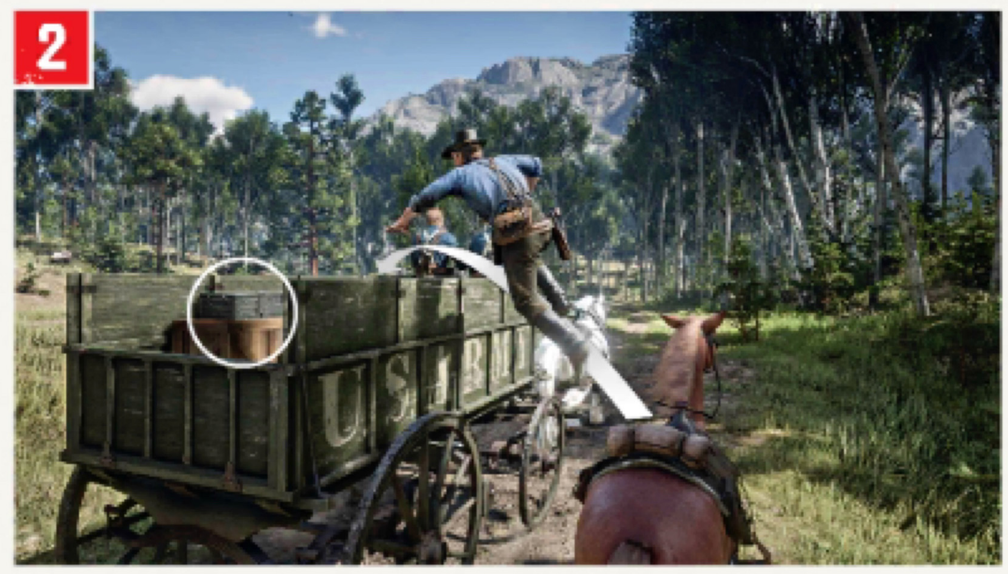
5 Return to Rains Fall at the top of the mountain. If you didn't kill any of the guards, the elder rewards you with the owl feather trinket, a powerful item that permanently reduces the drain speed of your cores by 15%.

★ HONOR, AMONGST THIEVES ★

Medal Goals	★ Recover the vaccine without being detected ★ Finish within five minutes
Notes	To meet the time requirement, gallop straight to the wagon. Carefully move to either side, staying to the rear of the two drivers. Wait until the onscreen prompt appears, then jump aboard. After you retrieve the vaccine, rush back to Monroe.

1 Speak to Monroe at the Wapiti Indian Reservation, then follow him.

2



Once the wagon arrives, your goal is to retrieve the vaccine it carries. Brute force is a viable option, but it's better to adhere to Monroe's wishes and collect it stealthily, without bloodshed. Ride next to the wagon, matching speed while remaining out of sight behind the two drivers, then jump aboard once you are in position. Search the crates to locate the medicine, then return to Monroe at the reservation. Note that the above strategy is only possible until the wagon reaches Cornwall Factory Kerosene & Tar: beyond that point, a shootout is unavoidable.

★ THE FINE ART OF CONVERSATION ★

Medal Goals	★ Kill a pursuer's horse during the escape ★ Finish within nine minutes 30 seconds ★ Finish with at least 75% accuracy ★ Complete the mission without consuming any health items
Notes	You have no headshot requirement to worry about here. Aim at the torsos of moving targets with a powerful weapon and ammunition type to ensure maximum efficiency.

1 Trelawny can be found at camp, seated not far from your tent. After your conversation with him, ride with Charles and Rains Fall until the meeting begins.

2 After the meeting, back away in the direction of your horse. Mount up immediately and gallop at full speed with your companions. Enemies will soon give chase: turn the camera to the rear and eliminate them without interrupting your horse's gallop.

2

3

Join Monroe when he heads into the forest on foot, taking cover behind the various rocks and trees as you eliminate the many soldiers. This is a rather lengthy shootout, so be patient and perform as many headshots as you can. Once the coast is clear, mount up again and escape with Charles. A handful of mounted adversaries will give chase; dispatch them before you reach the train station.

★ GOODBYE, DEAR FRIEND ★

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Medal Goals	★ Find Colm's backup within 45 seconds ★ Get eight headshots with the scoped rifle ★ Finish within six minutes 30 seconds
Notes	The fastest route to Colm's backup on the roof is the one going through the arches, as you can run all the way through. If you struggle to secure headshots with the scoped rifle, use brief bursts of Dead Eye to adjust your aim.

1 Meet up with Sadie and Dutch in the Saint Denis saloon. Follow them to the gallows.

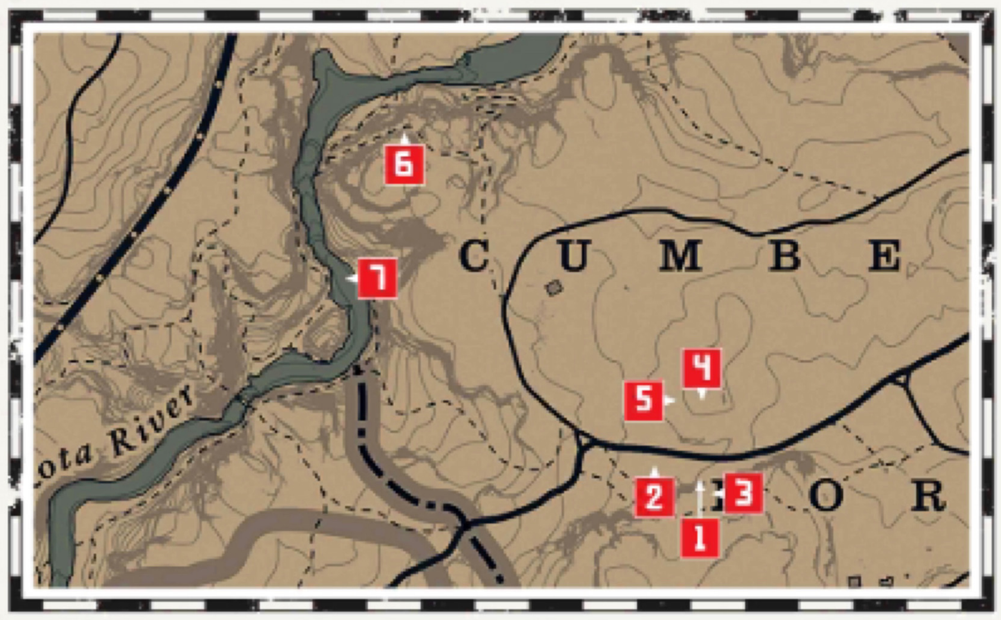
2 After Dutch leaves, there are various ways to reach the roof. Here are the two possibilities:

★ Either go through the arches in front of you, proceed up the stairs to the topmost floor, then climb the ladder at the end of the balcony.

★ Head up the ladder on your left, immediately take a right inside the house and walk up the stairs to access the roof via a window.

3 An O'Driscoll ambushes you on the rooftop. Repeatedly press Ⓞ/Ⓑ to break free, then take him on in a melee fight. One effective way to deal with him is to grapple him with Ⓐ/Ⓨ, then stab him with R2/RT.

When the shootout begins, pick off as many enemies as you can; identify them by looking for their distinctive gray hats. Try to land headshots for maximum efficiency, prioritizing those who pose a threat to Dutch and Sadie. If you struggle to locate your foes, observe Dutch: the direction of his shots will indicate the approximate position of an O'Driscoll.



Medal Goals	★ Kill the soldier on the cannon within 45 seconds ★ Get 35 headshots ★ Complete the mission without consuming any health items
Notes	Given the amount of headshots required, you need to consistently flick Ⓡ every time you lock on to a target. Once the cannon is introduced, make your way up the left side of the hill, eliminating all foes you run into with instant kills. Remember that enemies spawn endlessly during step 6, enabling you to reach the required total of headshots.

1 Dutch and Eagle Flies await in Cumberland Forest, atop the cliff at the heart of the highlighted area.

2 Pick up the spool and attach the wire to the dynamite in all four marked positions, then run back up to the top of the cliff. Detonate the explosives once all the soldiers have passed the first charge.

When the shootout begins, your vantage point gives you a perfect angle on the soldiers down below: take them out quickly with headshots, then turn your attention to those that run up the hill to your position.

After you loot a few bodies, a further wave of soldiers attacks from the opposite hill, backed up by a cannon. Take cover and eliminate as many as you can with headshots, then make your way up the hill to deal with the individual manning the cannon. If you intend to complete the medal goal here, advance on the left side of the hill to encounter fewer opponents.

5 With cannon shots from further afield and mounted enemies now threatening you, you must run to your horse and ride away with Dutch. When you reach the canyon, take cover and dispatch the soldiers on the cliff. Keep following Dutch, making the most of each cover position available every time you run into enemies.

When soldiers attack you from behind as you run down a narrow path, repel the first wave – but be quick to flee as soon as Dutch makes the suggestion. This is a tide of enemies that cannot be stemmed, so it makes no sense to linger. At the end of this path, a cutscene is triggered: surrender with Ⓐ/Ⓨ, but then tilt Ⓛ downward to slowly walk backward until you can jump from the cliff with ⧈/Ⓧ.

As you go down the rapids, swim to the left to grab Dutch's hand.

★ THE KING'S SON ★

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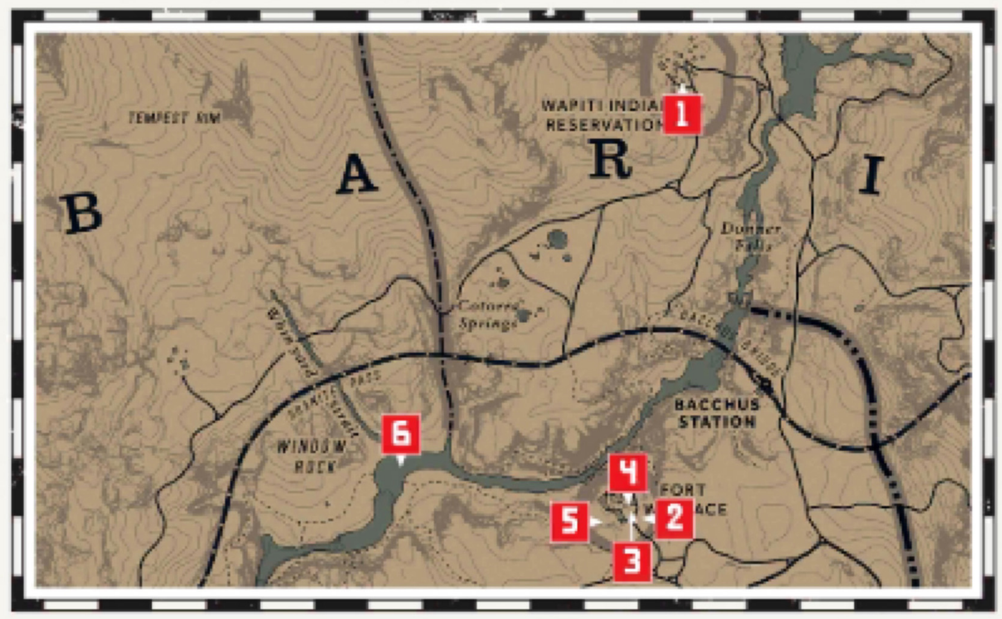


Medal Goals	★ While infiltrating Fort Wallace, headshot every soldier blocking your way to Eagle Flies ★ Kill 15 enemies while escaping in the canoe ★ Finish with at least 80% accuracy
Notes	Make sure you take the lead during the stealth section when given the choice, as you need to perform the headshots yourself. When dealing with two guards at a time, activate Dead Eye to prevent Charles from "stealing" a kill. During the canoe escape, constantly monitor enemies on your radar and take them out as soon as you can. Aiming can be difficult, so take these adversaries down by any means necessary. As ever, Dead Eye is the great leveler in times of adversity, especially if you are well-stocked with tonics to replenish it.

1 Speak to Charles at the Wapiti Indian Reservation, then to Rains Fall in his tent. After the cutscene, ride with Charles to Fort Wallace.

2

This mission begins with an infiltration sequence during which detection will cause you to fail the mission and return to the previous checkpoint, so be sure to equip silent weapons. The bow is obviously ideal. Start by aligning a clean headshot on either of the guards by the entrance; Charles will take care of the other one. Follow your companion, pressing against the wall to avoid the gaze of the sentry above, then kill either of the next two guards as you did before. Once inside the fort, eliminate the first two lone soldiers with bow headshots. Work in tandem with your partner again to eliminate the next pair, then dispatch one more guard. You can then follow Charles through the door until he stops behind crates.

3

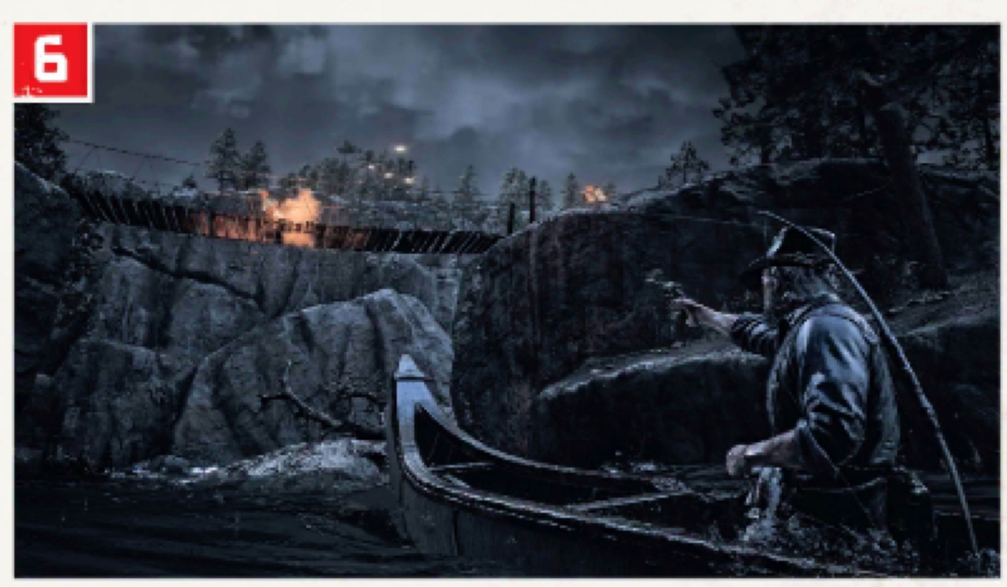
Climb up the nearby ladder, eliminate the lone sentry, then shoot an arrow at the lantern from your vantage point. As soon as the fire spreads, crouch-walk to the next ladder and head to the cells with Charles. Loot the guard inside to retrieve the keys and free Eagle Flies.

4 A major shootout begins outside. Proceed as usual, moving from cover to cover and killing all enemies on the way with headshots. Once you reach the blocked door, get to the rear of the nearby cannon: rotate it accordingly, then aim and fire to open the way.

5

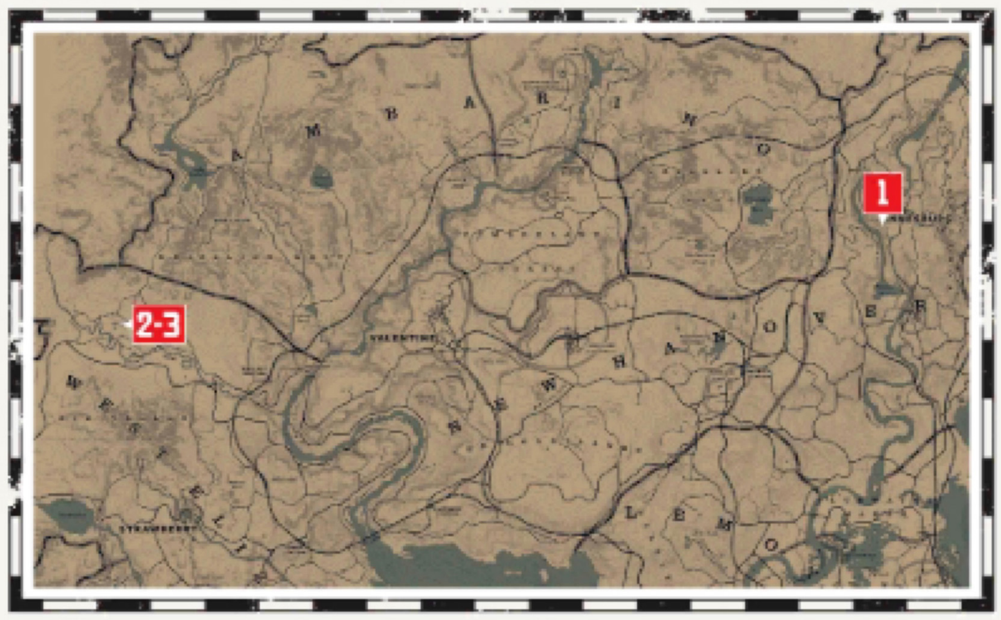
Soldiers will be swift to give chase when you escape on horseback. Gallop constantly by tapping ⊗/Ⓐ repeatedly, occasionally rotating the camera without touching Ⓛ to deal with anyone in close pursuit. Your priority is to escape, though, so keep up with Charles at all times. When you make it to the canoe, dispatch the remaining soldiers before you jump in.

6



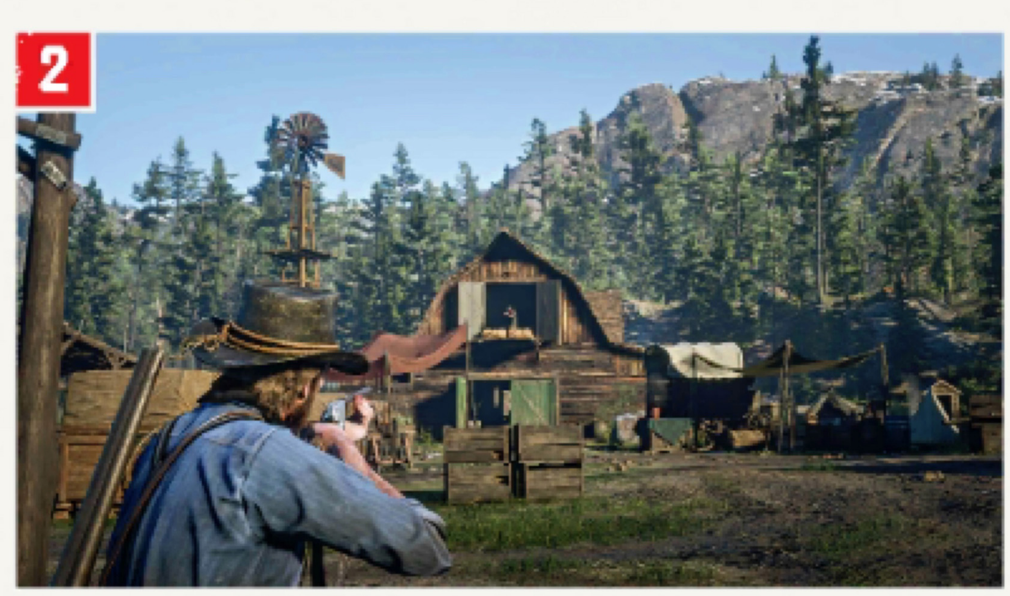
During the canoe escape sequence, many more foes will attack from all sides as you go down the river, including from the rope bridge high above. Whenever you notice a red dot on your radar, draw your weapon and fire; resume paddling only when the coast is clear. Once the current becomes weaker, head for the shore to end the mission.

★ MRS SADIE ADLER, WIDOW – I & II ★

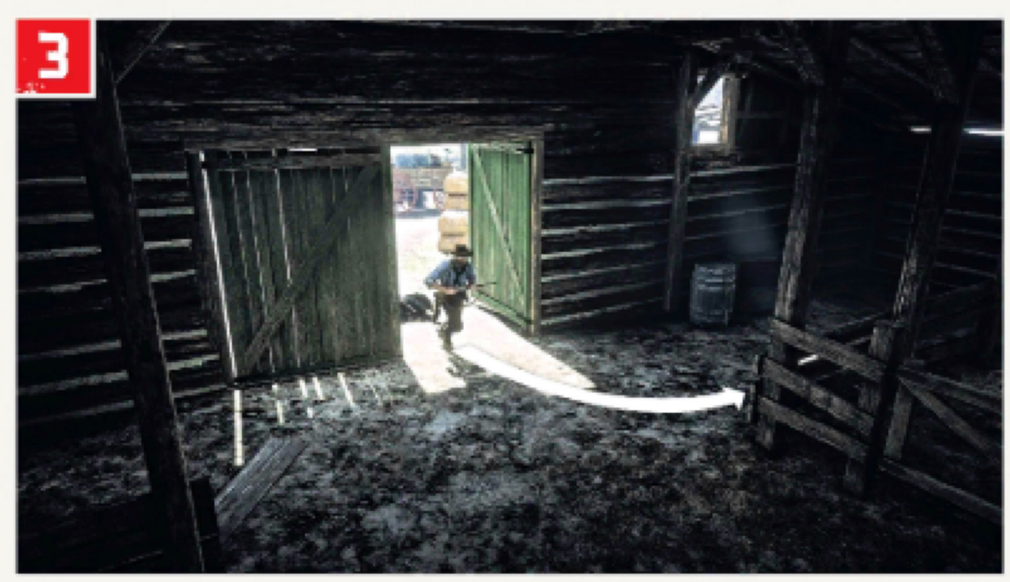


Medal Goals	★ Headshot the sniper in the barn ★ Secure the barn without taking any damage ★ Finish within five minutes 30 seconds
Notes	This is a brief but brutal battle. To meet the deadline, you need to aggressively push forward from cover to cover and eliminate enemies with precision headshots, exposing yourself only very briefly to avoid taking damage. As soon as you clear the outside of the ranch, sprint to the barn. Methodically take out all the O'Driscolls inside without losing a second, including any hiding upstairs; once they have fallen, sprint to Sadie in the cabin.

1 You will find Sadie at camp, throwing knives at a tree. She asks you to help her. This is an important decision. If you say yes, the mission proceeds; if not, you lose the opportunity to complete it at all. Assuming that you answer in the affirmative, you can then choose to ride with her immediately if you are ready; otherwise, you will need to make it to Hanging Dog Ranch on your own.



Once at the ranch, prepare yourself for a short but intense shootout, with enemies pouring in from all directions. Stay in cover at all times and fire in brief bursts with your most trusted weapon. Closely monitor your radar to keep track of your foes, transitioning between cover as required – especially if you have been flanked. After a short while, you will notice a sniper posted in the barn, at the window upstairs: dispatch him with a headshot as soon as you can.



As soon as you have defeated all foes outside, Sadie asks you to secure the barn. Fighting in the open within such close confines is too risky: instead, take cover behind the wooden post on the left-hand side immediately as you enter. This should leave you free to kill your enemies safely, as they should come to you. Once you're done, join Sadie in the cabin.

★ MY LAST BOY ★

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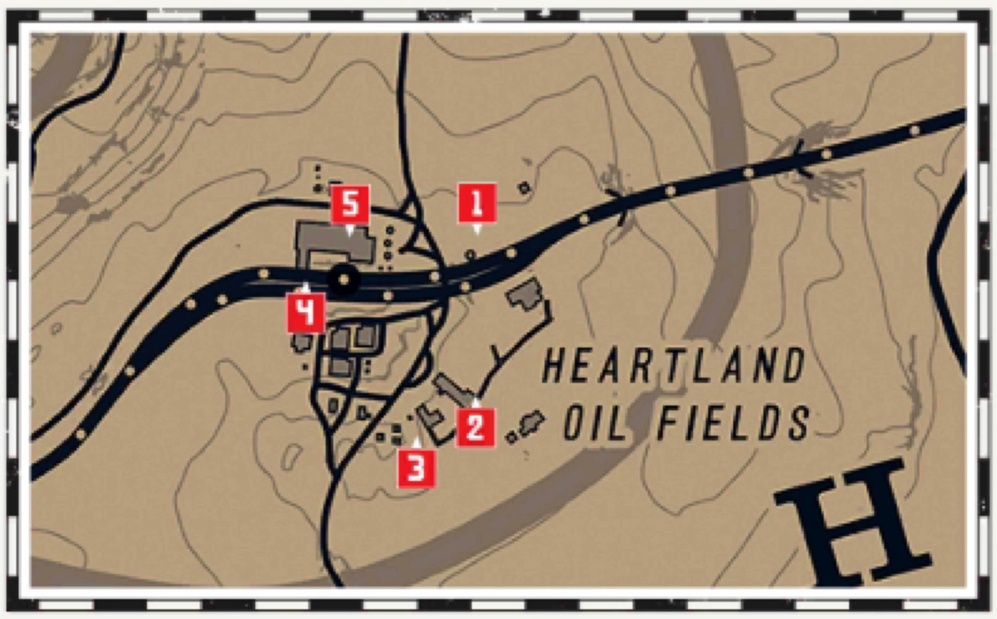


Medal Goals	★ Save Paytah ★ Get 30 headshots ★ Finish with at least 80% accuracy ★ Complete the mission without consuming any health items
Notes	This set of objectives requires you to be extremely effective during the shootout sequence. Do your utmost to eliminate your enemies swiftly with the usual technique: jump out from cover and align a headshot by flicking Ⓡ, before immediately returning to cover.

Meet Dutch and Micah at camp. Follow the group once everyone departs. The battle begins at the oilfields. As soon as you are on foot, sprint to cover and begin to engage your opponents. Prioritize the snipers on the tower. Afterwards, refer to your radar to ascertain the positions of soldiers and adjust your aim accordingly.

Once on the wooden walkways, sprint toward the nearby building. As soon as a soldier bursts out, poised to kill Eagle Flies, take him down with an instant headshot.

The next phase of the shootout is even more demanding, with soldiers coming from all directions. Eliminate everyone within range from cover, then sprint to another safe position and repeat. Pay close attention to your radar to quickly deal with any threats that arrive to the side or from behind. When you reach the final stretch with the train in the background, focus on the terrace of the house under construction. You will see a soldier wrestling with one of your allies – dispatch him with a quick headshot. A Gatling gun will soon begin hosing the area with bullets. Sprint to cover, then aim just above the turret's muzzle flash to kill the soldier manning it. With that done, finish off the remaining enemies in the area.

More troops await on the other side of the train. You will soon see Paytah struggling with a soldier to your left: quickly eliminate the latter with a headshot.

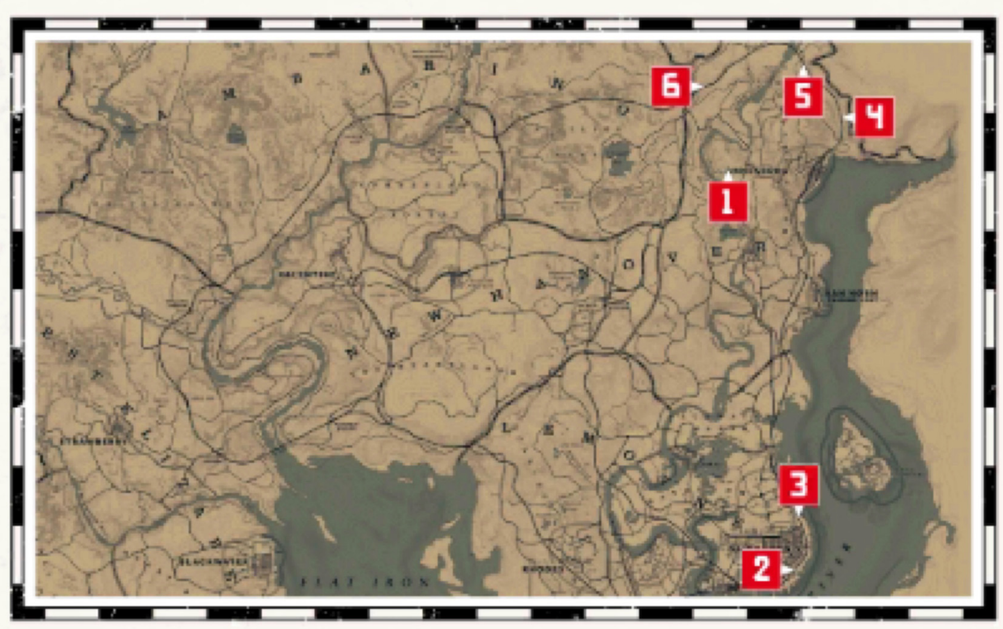
You will encounter a final pocket of resistance as you go around the factory and reunite with the rest of the gang. With the numbers now in your favor, finishing the remaining hostiles off should be a formality. After speaking to Dutch, follow him inside the factory and search the office upstairs. A few more enemies will attack you on your way back: you can take them out from your initial position at the bottom of the stairs. Be ready to shoot during the automatic Dead Eye moment that occurs after the cutscene: you do not control aiming here, so all you have to do is press the trigger when the reticle is aligned on your target. Ride back to the Wapiti Indian Reservation to complete the mission.

LAST CHANCE!

Before you embark on "Our Best Selves", be sure you are satisfied with your current progress, and are happy to press on with the final stages of the story. It is a point of no return, of sorts, as this is your last opportunity to complete a handful of time-sensitive optional side-stories – all of which have been covered in our walkthrough for Chapter 6 so far. If you need to check that you haven't missed any of these, refer to the flowchart on page 94.

"Our Best Selves" is played back-to-back with the two missions that follow. You will, of course, regain the ability to roam at your leisure once they have been completed.

★ OUR BEST SELVES ★



Medal Goals	★ Get a headshot in Dead Eye after jumping from Dutch's horse ★ Finish within 11 minutes ★ Fight through the train with at least 80% accuracy ★ Complete the mission without consuming any health items
Notes	The key here is efficiency: while fighting enemies on the train, methodically lock on to your targets and flick Ⓡ before firing to secure instant headshots. During the Gatling gun sequence, no accuracy requirements apply so you can fire relentlessly to mow down mounted pursuers.

1 Speak to Dutch in his tent, then head out with the rest of the gang. Retrieve the dynamite with John before rejoining the others outside Saint Denis.

2 As soon as the train passes by without stopping at the station, give chase. You need to board it by catching up and jumping to it.

3 Once aboard, make your way toward the engine car. You will encounter many enemies on the way, but cover points are abundant. When you reach the dual-wielding foe, stay in cover until he has to reload – then take him out with a headshot.

4 When the carriage ahead catches fire, move next to John and jump from the train to Dutch's horse. Hop back on the next flatbed carriage once you are level with it. After the cutscene, an automatic Dead Eye moment is triggered: use this to adjust a clean headshot on the soldier.

5 In the next sequence, you get to man a Gatling gun as mounted pursuers arrive from all directions. Monitor their movements on your radar and feel free to fire with abandon – ammunition is not a concern here.

6 Once you have repelled the soldiers, leave the turret and move to the armored carriage up ahead. Plant a stick of dynamite on the door, then ignite it with Ⓐ/Ⓨ and stand back – or, alternatively, shoot it from a safe distance. After looting the armored carriage, jump off the train before it falls from the bridge that you blew up earlier in the story.

★ RED DEAD REDEMPTION ★

Medal Goals	★ Get seven headshots while covering Sadie from the lighthouse ★ After Sadie is captured, reach Abigail and Sadie within one minute ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	This set of challenges requires a high level of efficiency. Dead Eye makes it far easier to secure headshots while covering Sadie from the lighthouse. When you need to reach Sadie and Abigail within one minute, quick kills are vital; you could even consider sprinting straight to your objective, ignoring foes unless they're directly in your way.

1 Follow Sadie to reach Van Horn.

2

Get to the top of the lighthouse via the ladder, the stairs that follow, and a second ladder inside the tower. Your task is now to cover Sadie with your sniper rifle. She moves quickly, so you might lose her on a first attempt. Use the accompanying screenshot as a reference to get a sense of the path she follows from her initial position to the building where Abigail is held captive.

3

From Sadie's starting location, look a few steps to the right and pick off one of the two men to initiate the shootout. From here onward, you need to clear the way for her. If you struggle to spot the enemies attacking her, pay attention to the direction of Sadie's shots, and look for the telltale sign of gun smoke that might help to you identify assailants. You have plenty of ammunition, so don't feel that you need to hold back. Pay special attention to the snipers positioned on balconies, as they can be a little tricky to locate.

4 Back on the main street, eliminate all the enemies from your starting cover position, then run to the pier. Many more Pinkertons will attack you on the way: whenever you identify the red dots on your radar, rush to cover and kill them with quick headshots. An automatic Dead Eye moment begins when you enter the highlighted building: tag the heads of both targets and fire. Repeatedly tap Ⓞ/Ⓑ in the scene that follows when the onscreen prompt appears.

5 Many enemies will come after you during the mounted escape. Try to secure quick manual headshots if you can, but don't skimp on Dead Eye: a full meter, utilized with precision, should be sufficient to deal with all of them. After a brief halt at Butcher's Creek, resume your journey to find Dutch.

6 After the cutscene at Beaver Hollow, the Pinkertons come for the gang once again. Remain in your starting cover position and fend them off as best as you can. When John invites you to retreat into the cave, immediately go after him. Follow him through the tunnels, then up the assorted ladders, platforms and ledges leading to the exit at the top of the shaft.

7 During the mounted escape with John, focus on galloping at full speed rather than on fighting. If you're fast, your pursuers shouldn't pose a threat. Once you're back on foot, eliminate the Pinkertons at the top of the hill. You then have a choice to make: going back into the cave for the money (**8A**), or helping John get to safety (**8B**), causing you to lose or gain 10 points of honor respectively. This is a **very significant branch in the story**, with one of two different finales playing out in accordance with your choice.

8A If you opt to go back for the money, return to Beaver Hollow. You will have limited equipment at your disposal as you face hordes of Pinkertons. Proceed cautiously to the waypoint, eliminating the targets directly in your path and ignoring the others. Feel free to pick up weapons from your victims if they represent an upgrade. Head back inside the cave and grab the chest in the highlighted area, then retrace your steps back outside.

8B If you decide to help John, follow him up the cliffs without worrying about the shots fired from afar. Once you reach high ground, fend off the Pinkertons until Micah arrives.

9 When Micah assaults you, a melee fight begins. He is, as you might expect, a decidedly vicious opponent. Avoid attacking him first: let him take the initiative, then block and immediately counter with a *single* blow. Don't push your luck with additional hits, and repeat the strategy until a cutscene is triggered. The cinematic showdown that follows plays out in accordance with the decision you made earlier in the mission.

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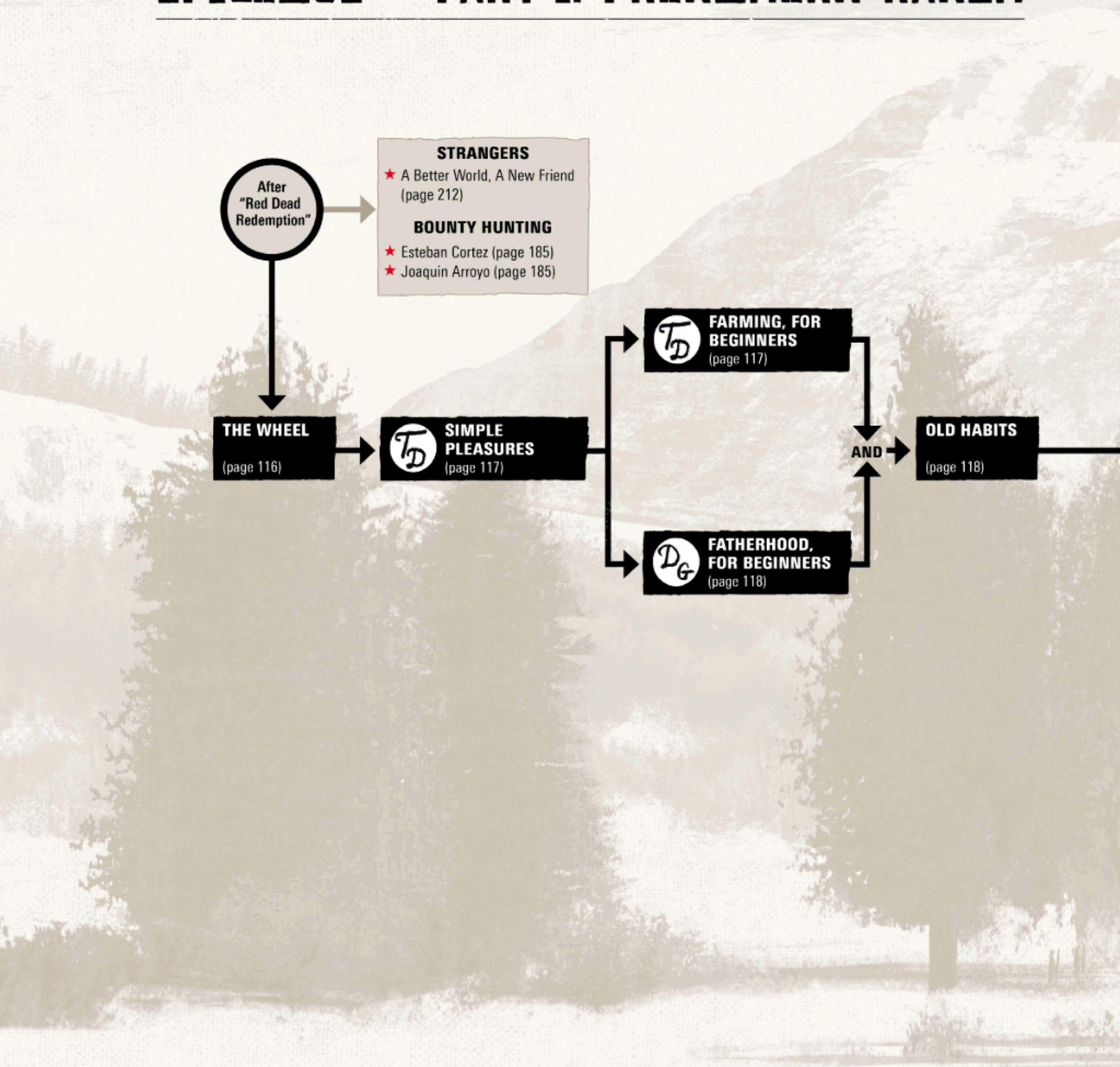
EPILOGUE – PART 1: PRONGHORN RANCH



THE STORY SO FAR

With the Pinkertons hot on their trail, the Van der Linde gang were desperate to make one last robbery: something big enough that they could retire and live away from the so-called civilized world. To engineer a scheme, Dutch struck up an association with a tribe of local Native Americans – and his machinations brought them naught but death and pain. The gang seized on this distraction to successfully rob a train transporting military payrolls, but the human cost was too much for the likes of Arthur and John.

And then, as the Van der Linde gang tore themselves apart from the inside, the Pinkertons arrived to take them down for good.

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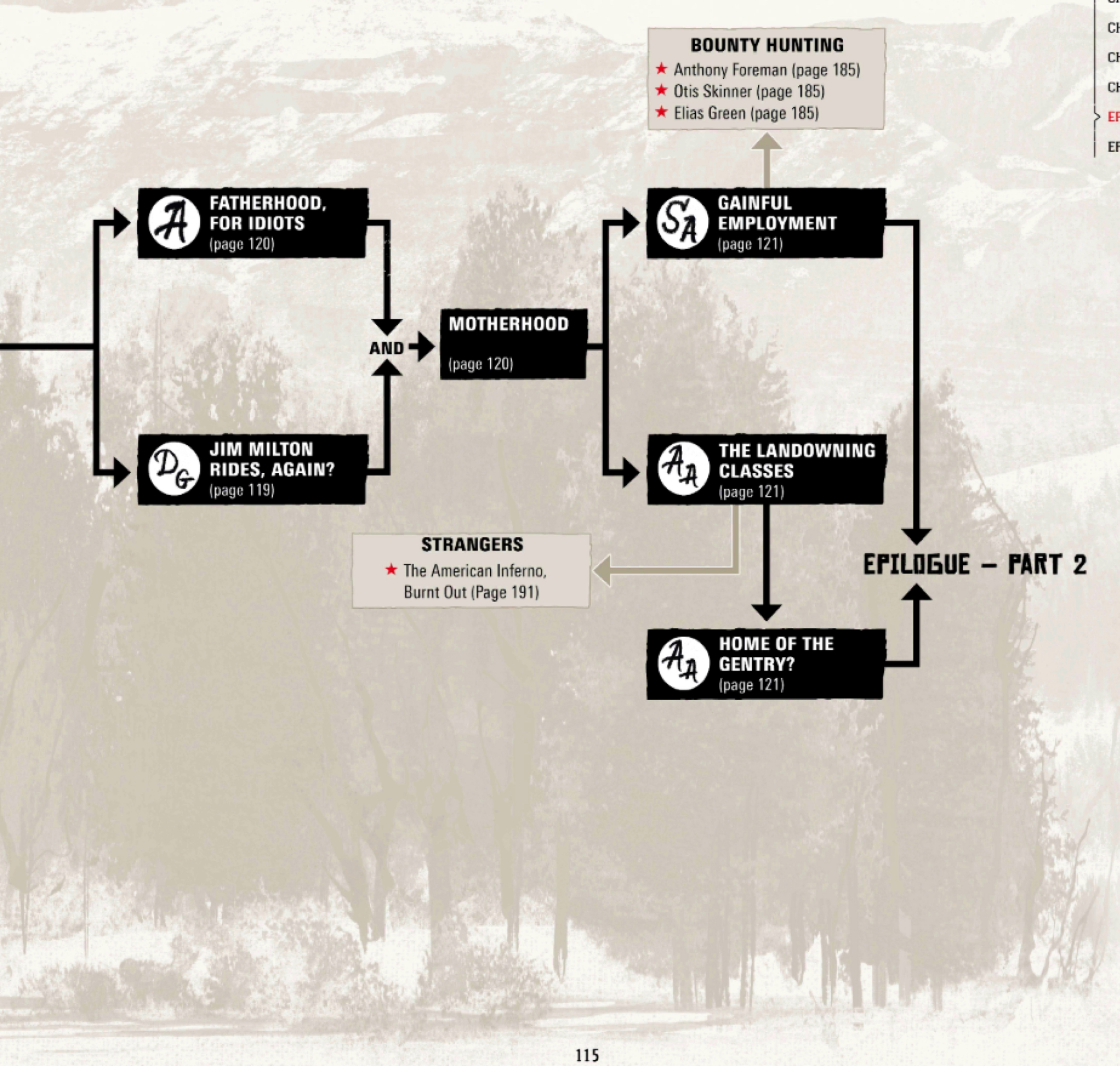

★ THE WHEEL ★

Medal Goals	★ Reach Pronghorn without dropping any supplies ★ Reclaim the wagon within one minute
Notes	The hardest challenge here is actually to reach Pronghorn without dropping any supplies. This requires you to drive very cautiously. Moderate your pace at all times, and slow down for every possible hazard.

1 This mission begins automatically after the conclusion of the last. When it starts, your first task is to drive the wagon to Strawberry.

2 Pull up just before the bridge and head inside the general store to speak to the shopkeeper. After the conversation ends, go to the doctor's office across the river to meet with Abigail. You can now return to the wagon and drive it to Pronghorn Ranch.

After the cutscene, mount the horse in front of you and chase the wagon stolen by the Laramie Outlaws. You can stop it either by cutting in front of it to block its path, or by jumping to it from horseback. When the dust settles, drive it back to the ranch.

★ SIMPLE PLEASURES ★

Medal Goals	★ While milking, fill a bucket within 10 seconds ★ Finish within five minutes 15 seconds
Notes	The first goal here involves maintaining a good rhythm while milking the cow, alternately tilting each stick downward in sequence.

1 Speak to Mr Geddes, then follow Abe around the ranch until you reach the cow.

2 Your task here is to milk the cow by alternately tilting Ⓛ and Ⓡ downward.

3

Next, you need to clean the stable stalls. To do so, pick up the nearby pitchfork by holding △/Ⓨ. With this in hand, press □/Ⓧ to scoop manure. Press the button again when you are near the wheelbarrow to drop it off. Return the pitchfork when you're done, then head back to the house to speak with Abigail.

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Medal Goals	★ Fix the first section of fence within one minute 30 seconds ★ Avoid being hit by the bull
Notes	When the bull charges you, make sure that you escape to a safe spot that the animal cannot reach. An attempt to simply outrun it is doomed to failure.

1 You will find Tom Dickens at the south edge of the ranch. To repair the fence, you first need to pound in the post by pressing ⊗/Ⓐ multiple times. Position each rail at the appropriate height with Ⓛ, then move it into the notches with ⊗/Ⓐ.

2

When you are called, walk to the nearby corral. Run toward the bull and try to lasso it. The bull will resist your initial attempts and charge you – be sure to take refuge at this point – but persevere and you can eventually calm it with □/Ⓧ. With your lasso in place around its neck as you continue to hold L2/LT, walk slowly to it, reassuring the animal as often as the onscreen prompt appears.

★ FATHERHOOD, FOR BEGINNERS ★

Medal Goals	★ Tire out Jeremiah within 45 seconds ★ Feed Jeremiah a treat ★ Teach Jack to ride without his horse bucking him off ★ Win the race back to Pronghorn Ranch
Notes	The fastest way to tire Jeremiah out is by making him jump repeatedly (□/Ⓧ). When his stamina meter is empty, gallop at full speed to deplete the attribute core. You can feed the horse a treat after calming him at the stable, but must do so before you enter the corral where Duncan awaits. During the later lesson, make sure that Jack's horse travels at a gait no faster than a canter.

1 You will find David Geddes at the back of the farm.

2 Abe will show you where to find David's son, Duncan, who needs help with a nervous horse called Jeremiah. Focus the animal by holding L2/LT, then press □/Ⓧ when prompted to calm him.

3 Once the horse has relaxed, mount him and gallop at full speed in the nearby fields, repeatedly pressing Ⓧ/Ⓐ until its stamina meter is fully depleted. Making Jeremiah jump is also very effective. Once the horse is tired out, ride into the corral where Duncan awaits.

4 When Mrs Geddes asks for your help to foal a mare, follow her to the nearby stall. You first need to find the foal's legs by rotating Ⓛ. Your controller vibrations will intensify when you are close to the correct position. Once you have them, tilt Ⓛ and repeatedly tap Ⓧ/Ⓐ to pull.

5

Return to your house to speak with Abigail. Back outside with Jack, mount up and teach him how to ride. During the journey, you can tell him to go faster or slower by holding L2/LT and then pressing □/Ⓧ or ○/Ⓑ respectively. Do not exceed a simple canter though: at full gallop, Jack may fall. Once you reach the stream, a race begins: gallop back to the ranch at full speed if you want to beat Jack to complete the related medal goal.

★ OLD HABITS ★

Medal Goals	★ Defeat the Laramie without taking a hit ★ Defeat the Laramie within 25 seconds
Notes	Focus on defense then launch withering counters.

1

This mission launches automatically once the two previous missions have been completed. All you have to do is investigate the disturbance, then defeat the Laramie causing it in a fist fight. For optimal results, let him attack first: block his punches, then counter with blows of your own – and repeat.

★ JIM MILTON RIDES, AGAIN? ★

Medal Goals	★ Get 10 kills while dual-wielding sidearms ★ Get 15 headshots ★ Complete the mission without consuming any health items
Notes	To make the most of your dual-wielded sidearms, move to cover positions that are relatively close to your enemies. Brief bursts of Dead Eye can help when aiming at distant or moving targets.

1 David Geddes is found with his wife at the stable's entrance. After the cutscene, run to the stalls and beat up the two thugs attacking Tom Dickens. You face two opponents simultaneously in this brawl, so proceed with caution: block each incoming punch and reply with a brief counter, then repeat. After retrieving your weapons, mount up and ride to Hanging Dog Ranch.

No matter what you say to the Laramies, a massive shootout begins shortly after you arrive. Sprint to get behind something immediately. Once in position, proceed as usual: jump out and take a shot (preferably to the head by flicking Ⓡ), before immediately returning to cover. Repeat this until no more targets remain in sight, then push forward to a new cover spot. Pay special attention to the snipers in elevated positions, most notably the one on the tower and another on the barn's upper floor. After the ranch is clear of all enemies, you have one final foe to face inside the barn. Break free by repeatedly pressing Ⓞ/Ⓑ, then defeat him in a fist fight and finish him off. Return to Pronghorn when you're done to complete the mission.

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★ FATHERHOOD, FOR IDIOTS ★

Medal Goals	★ Kill all three enemies in Dead Eye ★ After the confrontation, return to Pronghorn Ranch within one minute 30 seconds
Notes	Make sure your Dead Eye meter is at least partly full prior to the ambush. This will enable you to kill the targets immediately. Gallop at all times and broadly follow the suggested path to return to the ranch on time, though you should try to cut every corner, especially the hairpin bend at the beginning, to save precious seconds.

1 Head back to your house to meet Abigail, then drive the wagon to Strawberry.

2 Park the wagon near the post office, then head inside to collect your mail. On the way back, you can tell Jack to go faster or slower with ◻/Ⓧ or ◯/Ⓑ respectively.

3

When you are ambushed by three men, a shootout is unavoidable no matter how hard you try to defuse the situation. Talking enables you to stall a little, though – which will enable you to use a tonic to refill your Dead Eye meter if it is empty. The optimal way to proceed here is to draw your weapon and immediately trigger Dead Eye. Paint all three heads with R1/RB before firing to kill your assailants instantly. After the ambush, drive back to Pronghorn.

★ MOTHERHOOD ★

Medal Goals	★ Finish within one minute 30 seconds
Notes	Run at all times and opt for cow-milking.

1 "Motherhood" begins automatically on completion of the previous mission. Follow Abe and greet the clerk to obtain a telegram, then head to the cabin.

2 After the cutscene, you can choose from one of the three types of chores you have been introduced to. Complete whichever you prefer, following the onscreen instructions if required. Head to the Geddes household when you're done.

★ GAINFUL EMPLOYMENT ★

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Medal Goals	★ After arriving in Strawberry, locate the bounty within 30 seconds ★ After mounting your horse, catch and hogtie the bounty within one minute 15 seconds
Notes	Run straight to the Welcome Center in Strawberry, then cut corners as you exit the ravine during the chase to meet the time requirements.

Note that this mission can be played either at the end of Epilogue – Part 1, or at the beginning of Epilogue – Part 2.

1 Meet Sadie inside the Valentine saloon, then ride with her.

2

Once in Strawberry, question people around town to find out the location of Nathan Kirk. The Welcome Center is where you will get your best tip: the hotel owner will reveal that your target is in room three upstairs. When you go through the door, Kirk escapes via the window. Follow him, drop down to the ground and mount up.

3

As you give chase, remember that you need to capture the man alive, so keep your weapons holstered. Gallop at full speed, tapping ⊗/Ⓐ in a rhythm that matches your mount's gallop to save stamina. The red icon on your radar enables you to keep track of Kirk's movements: use this to cut corners whenever possible (for example, by turning right as you exit the small ravine) until you catch up with him. You will need to ride around or jump over the sheep along the way after the fugitive fires a shot to panic and disperse a nearby flock. When you catch up, immobilize Kirk with your lasso, hogtie him, then stow him on Sadie's horse to end the mission.

★ THE LANDOWNING CLASSES & HOME OF THE GENTRY? ★

Medal Goals	★ Finish within two minutes 30 seconds
Notes	When returning from the bank with Uncle, make a beeline for Beecher's Hope without paying attention to the suggested path.

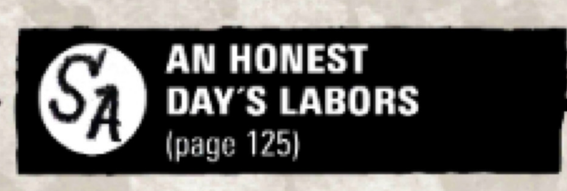
1 Ansel Atherton awaits inside his office at the Blackwater bank.

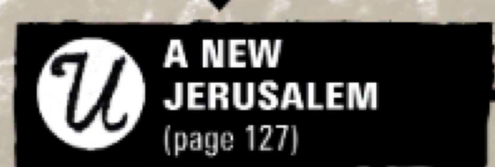
2

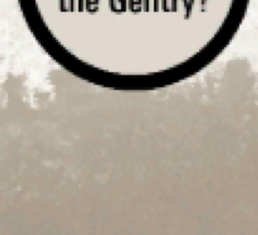
After the discussion ends, head west to Beecher's Hope to confront the squatters occupying the land. You have two main options here: give them 10 dollars to make them leave (and gain honor), or kill them. Should you opt for the latter, you can easily eliminate them with Dead Eye before they can draw their weapons.

3 After the cutscene at the bank, return to Beecher's Hope with Uncle.

EPILOGUE – PART 2: BEECHER'S HOPE







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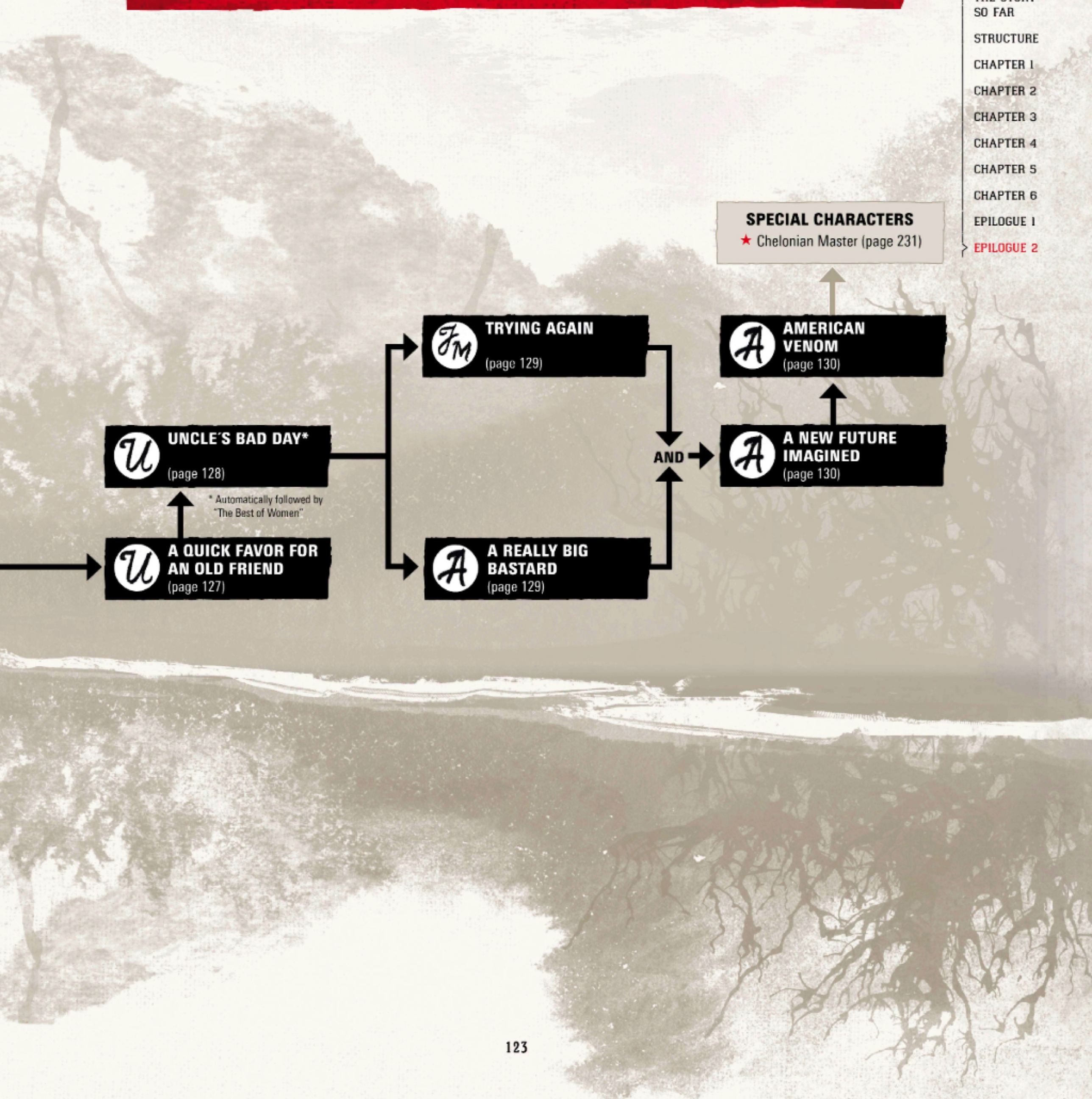
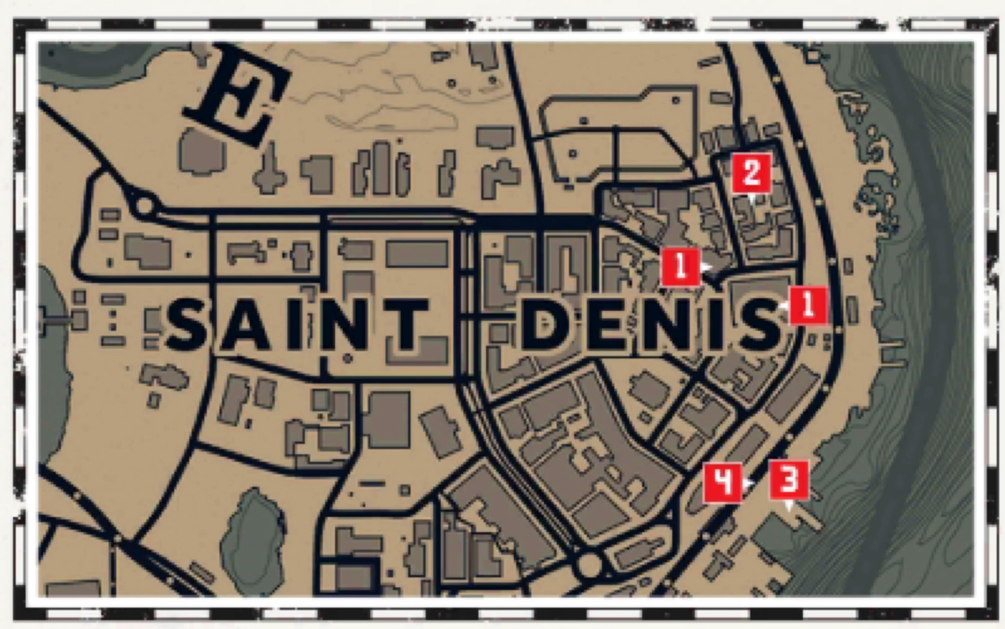
THE STORY SO FAR

In an effort to give Abigail the life she always wanted, it seemed no great hardship to take gainful employment at Pronghorn Ranch. But as much as you tried to put the past behind, old failings and familiar faces conspired to drive her away. To convince her to give you another chance, you decided to buy a farm of your own – a small piece of land west of Blackwater called Beecher's Hope.



★ BARE KNUCKLE FRIENDSHIPS ★



Medal Goals	★ After arriving in Saint Denis, find Charles within one minute 50 seconds ★ Kill all of Guido Martelli's men within 10 seconds
Notes	Gallop at full speed to the saloon and question the bartender, then immediately ride to Saint Saturnines to make it on time. Killing the four assailants quickly is easy with Dead Eye headshots.

Speak to Uncle at Beecher's Hope. In Saint Denis, your objective is to find Charles. You will get information on his whereabouts by speaking to the saloon's bartender or the local fence. Both will direct you to Saint Saturnines, a short distance to the north.

2 Once at Saint Saturnines, bet on Charles to make some easy money. After the fight, follow him.

During the ambush at the docks, stay in your initial cover position and take out the four aggressors with headshots, then get on the wagon. Trigger Dead Eye if you want to make short work of your foes to complete the medal goal.

4 Make sure you don't draw the law's attention as you escape Saint Denis. All you have to do here is to keep a low profile while Charles is driving.

★ AN HONEST DAY'S LABORS ★

Medal Goals	★ After choosing your approach, escape with Shane Finley within five minutes ★ Kill all of Langton's men during the horseback escape ★ Finish with at least 70% accuracy ★ Complete the mission without consuming any health items
Notes	From the moment you choose a strategy with Sadie at the top of the canyon, the first goal requires you to defeat all enemies in the area and stow the bounty on the horse within five minutes. To achieve this, opt for a frontal attack, all guns blazing, and rely heavily on the "lock on / flick Ⓡ / headshot" technique as you move down the sloped path, sprinting from cover to cover. You have no time limit to worry about during the mounted canyon escape – so advance slowly, taking care to eliminate all foes. Monitor your radar to ensure that you leave no one alive.

1 Meet up with Sadie inside the Blackwater saloon, then follow her on horseback.

2 Once on the hill overlooking Armadillo, equip your binoculars to survey the land between your position and the town. Mount back up after you have spotted your targets and ride with Sadie again. She will soon ask you what strategy to use to retrieve the bounty. You have three options that all lead to the same general outcome – a massive shootout – but you can influence how the battle begins. You can opt between sneaking down to pick off enemies one by one (3A), or shoot the gang from your current position (3B). The third option of threatening the gang leads to the same result as opening fire – but completely removes the element of surprise that you might otherwise have enjoyed.

The stealth scenario enables you to kill up to four enemies unnoticed before the actual shootout begins. Follow Sadie down the canyon and coordinate with her to take out the first pair of guards with a throwing knife. Sadie will deal with the next man by the bridge. Now crouch-walk on the bridge until you're within range to dispatch the fourth target with another throwing knife. At this point, the alarm is raised no matter what you do; a fierce battle ensues.

3B Shooting the gang from your current position has two upsides: you get to pick off your first target for free, and your elevated position means that you can snipe several others without needing to worry too much about return fire. Once you have cleared all available targets, go down the canyon with Sadie to begin the real shootout.

The shootout in the canyon is a rather dangerous sequence – chiefly because the area offers few cover positions, and your foes are numerous. Advance slowly, methodically eliminating all enemies within range, but prioritize the snipers standing on the ridgeline: these will pose a grave danger if left unchecked. Avoid lingering in the open at all costs.

5 As you progress down the canyon and eliminate most foes in the top section, reinforcements will arrive from the bottom, some on horseback. Stay in cover behind a rock, taking care to ensure that no one can get behind your position or flank you. Once most of your adversaries have fallen, press forward and deal with those that remain at the bottom of the canyon.

6 Pick up the bounty and stow him on a horse. As you attempt to leave the canyon, multiple mounted enemies and snipers will ambush you. Feel free to gallop at full speed to shorten the confrontation. If you aim for a gold medal, though, you will need to do the exact opposite: ride slowly and take them all out methodically. Finally, ride back with Sadie to Blackwater and drop the bounty in the cell at the sheriff's office.

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★ HOME IMPROVEMENT FOR BEGINNERS ★

Medal Goals	★ Finish within 18 seconds
Notes	Pull the reins with due vigor as soon as the introductory cutscene ends to complete this objective.

1 Speak to Uncle, who can be found beside the campfire at Beecher's Hope. After the cutscene, lean back by tilting Ⓛ downward, and simultaneously tap ⊗/Ⓐ repeatedly to pull the reins.

★ THE TOOL BOX ★

Medal Goals	★ Headshot all Skinner Brothers hiding up in the trees ★ Find Mr Wayne within two minutes 15 seconds ★ Complete the mission using only sidearms ★ Complete the mission without consuming any health items
Notes	The countdown to find Mr Wayne begins after the tool box is stolen. Given the number of enemies in your way (including the two men hiding in the trees at the clearing) and the accompanying constraint of using sidearms only, you will need a near-perfect mastery of the "lock on / flick Ⓡ / headshot" technique to succeed. Dual-wielding will also be of great benefit.

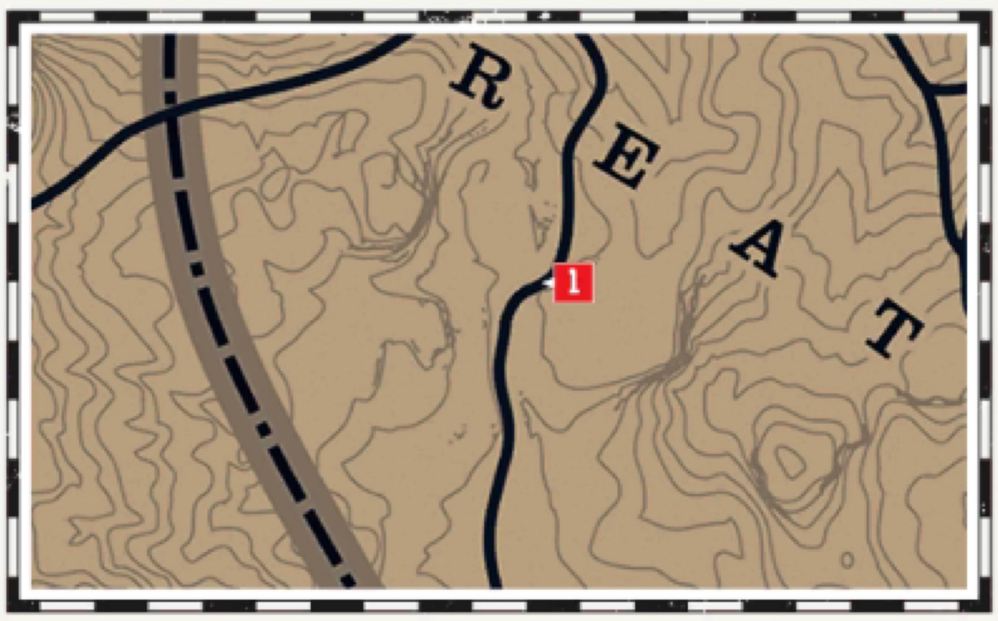
1 You will find Albert Cakes in Blackwater's lumberyard. After the cutscene, follow Charles to Manzanita Post.

An ambush takes place on your way back to Beecher's Hope. Stay in your initial cover position at first, eliminating all enemies in front of you with headshots. After you thin their ranks, transition to cover behind the nearby wagon on your right. Be especially mindful of the machete wielders that can sprint toward you or your allies: if they get within melee range, they can kill their victim instantly. Try to dispatch them by flicking Ⓡ as you lock on to secure an instant headshot during their approach. If they're too close for that, consider shooting from the hip without aiming. Should one grab you, tap ◎/Ⓑ rapidly as a last resort.

After you repel the initial wave, more Skinners appear – and one of them will steal your tool box. As you go after them, you will soon reach a clearing where a new shootout takes place. Seek cover behind the uprooted tree and defeat your enemies as usual, paying special attention to the two that are hiding in trees. As before, do not let the assailants wielding machetes get close to you or Charles.

4 There are many more foes to deal with, including those with machetes. Take cover behind trees and prioritize the latter, then finish off the rest. When the last adversary falls, head to the highlighted area to find the tool box on the ground, next to Mr Wayne's body. After retrieving what you came for, return to the wagon and head back to Beecher's Hope.

★ A NEW JERUSALEM ★



Medal Goals	★ Hammer the nails in with at least 80% accuracy ★ Finish within three minutes 35 seconds
Notes	To succeed with the first challenge, you need to press ⊗/Ⓐ as if you are initiating each hammering motion. After a few "cycles" you should get the hang of it, pressing the button in a rhythm that corresponds with your character's arm movements. Stay alert throughout the sequence, ready to comply with button prompts whenever they appear.

1 This mission, triggered by speaking to Uncle at Beecher's Hope, is best enjoyed without any guidance.

★ A QUICK FAVOR FOR AN OLD FRIEND ★

Medal Goals	★ Force Cortez's men to flee from Rhodes within 30 seconds ★ Get four hip fire kills ★ Get five headshots while covering Sadie with a long scoped rifle ★ Complete the mission without consuming any health items
Notes	You can take care of the first two objectives simultaneously by adopting a very aggressive strategy once the shootout in the sheriff's office begins. Barge through the door and trigger Dead Eye to take down multiple enemies instantly. Follow this up by shooting from the hip with a powerful weapon to kill any four foes that are still alive, then deal with survivors however you see fit. Securing headshots with a long scoped rifle while defending Sadie should then be child's play for capable snipers. If you struggle, brief bursts of Dead Eye can greatly ease the process.

1 You will find Uncle sleeping at the foot of a tree. Mount up and follow him to Blackwater.

2 Once at the lumberyard, speak to the owner, Albert Cakes. After the cutscene, ride with Sadie to Painted Sky.

3 Investigate the barn to initiate a fist fight with Ramón Cortez. As ever, let him attack first, block, then launch a counter.

4 When you get to Rhodes, pick up the bounty and drop him in the cell at the sheriff's office. After the cutscene, a shootout begins. You can take out several men from your initial cover position by the door; activating Dead Eye works well here, as the thugs are close to each other. Once you run out of targets, step outside and deal with the hostiles in the street. After the cutscene, mount up and ride with Sadie.

5

Once at Dewberry Creek, cover Sadie using your sniper rifle. At first the enemies will be close to her position, which makes it easy to identify and deal with them. After a while, though, assailants will open fire from further away. If you struggle to locate them, observe Sadie: you can trace incoming shots back to the individuals responsible and deal with them accordingly.

6 When Sadie calls you, join her at the campfire and take cover by the wooden pillars beneath the railway bridge as you eliminate all the enemies on the other side. You can continue using the sniper rifle here, or switch to another weapon if you would prefer to benefit from the lock-on system. Push forward and kill all foes on the way until you arrive at the beach. Take cover behind the rocks as you clear out the last few opponents.

7 With all foes dead, you can now aim at Cortez's boat to threaten him and make him turn around. A final wave of enemies will attack you after the cutscene; you can dispatch them all from your initial cover position. When the battle ends, pick up Cortez and stow him on a horse, then deliver him back to the sheriff's office in Rhodes.

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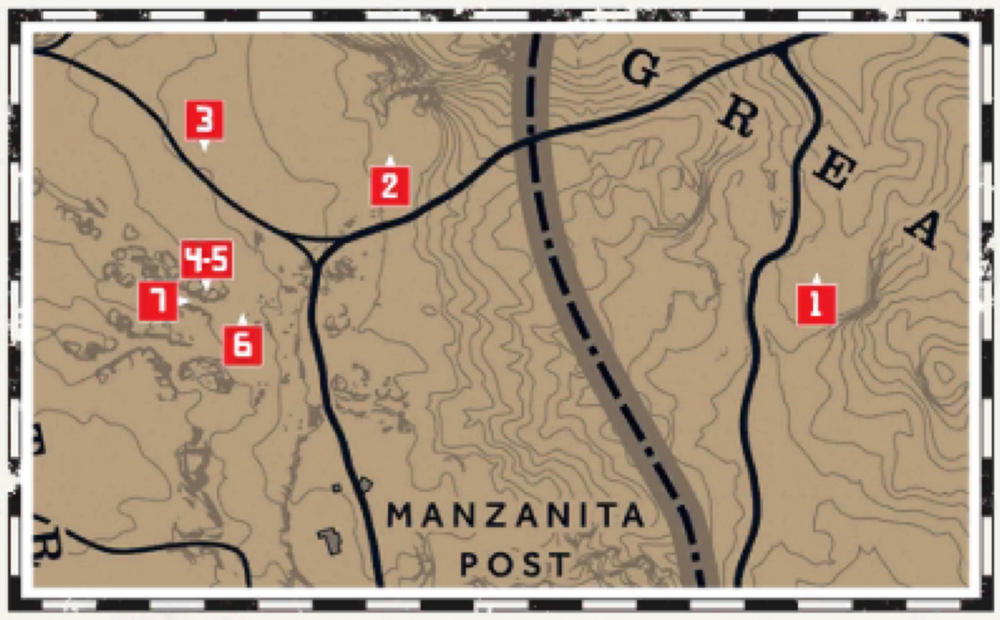
★ UNCLE'S BAD DAY ★



Medal Goals	★ Get five headshots using the bow ★ After freeing Uncle, return to Beecher's Hope within three minutes 10 seconds ★ Finish with at least 80% accuracy ★ Complete the mission without consuming any health items
Notes	You can fulfill the first objective by using the bow to kill one of the two lookouts, then the three men patrolling in the forest, and finally the wagon driver. This leaves you free to equip firearms during the main shootout. The remaining objectives demand ruthless efficiency as you eliminate targets, especially during the escape sequence to ensure that Charles has no call to stop walking. Mount up and leave as soon as you reach the horses.

1 Walk to Uncle outside the new barn at Beecher's Hope. After the cutscene, follow Charles on horseback to Tall Trees.

2 Leave your horse in the designated area and walk with Charles. When you run into a pair of Skinner lookouts, take one out with your bow; your companion will deal with the second.

Charles will soon scout an incoming patrol of three Skinners. Feel free to kill them if you wish (bow headshots are required to complete a medal goal), though allowing them to pass is a perfectly valid alternative. A little later, quietly follow the wagon that arrives. When its driver stops to attend to the body that was being dragged in its wake, dispatch him with an arrow.

Climb on the highlighted boulder and equip your binoculars to survey the camp. Look toward the campfire to identify Uncle in a precarious position.

5 After the cutscene, an automatic Dead Eye moment is triggered. You do not control the aiming here: just press R2 / RT when the reticle is aligned with the head of the Skinner attacking Charles.

6 Run down to the camp's entrance and take cover by the closest tent or solid object before you start eliminating the Skinners. Push forward when you run out of targets, using the radar to identify the positions of your foes. Once you have cleared the camp of all hostiles, cut Uncle free.

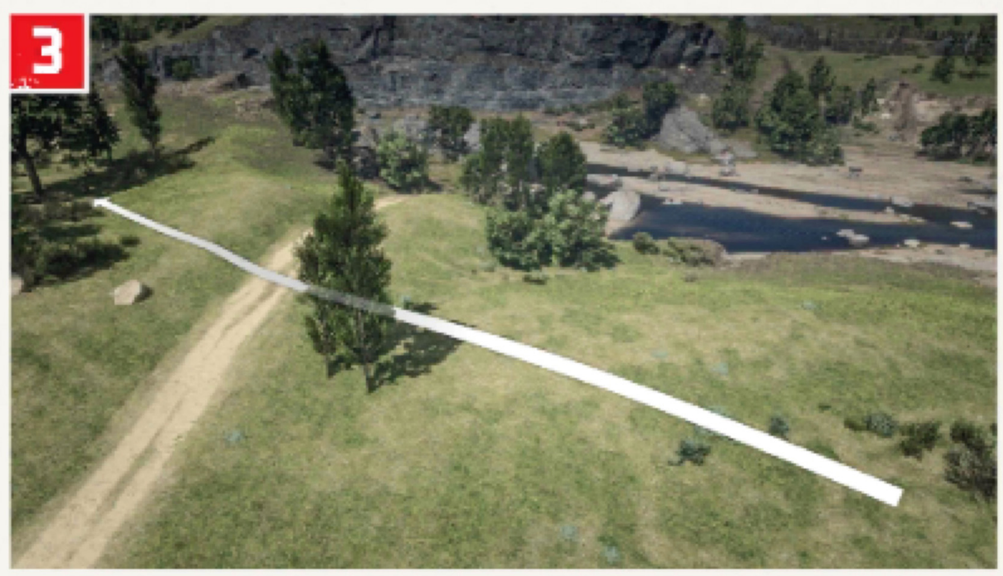
During your escape, multiple waves of enemies will attack you as Charles carries Uncle. Your objective is to protect those two, so stay a few steps ahead and be swift to kill all threats with headshots, flicking R every time you lock on. Look out for machete wielders in particular. There are many cover points you can use along the way, including crates, barrels and rocks. As soon as you reach the horses, mount up and flee. After you deal with a handful of additional enemies during the escape, the rest of the journey back to Beecher's Hope should be entirely uneventful.

★ TRYING AGAIN ★

Medal Goals	★ Catch a fish ★ Finish within five minutes 20 seconds
Notes	Hold ⊗/Ⓐ to walk quickly to the river. This will save precious time and help you to complete the second requirement.

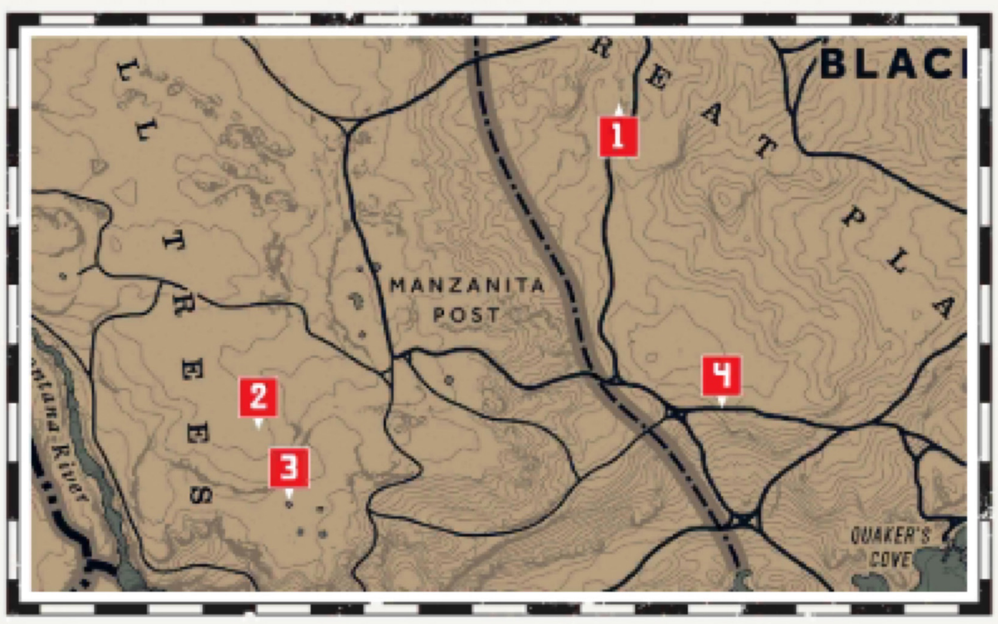
1 You will find Jack reading a book under a tree outside your house at Beecher's Hope. Walk to the river with him.

2 At the fishing spot, employ the usual commands (or follow the onscreen instructions) to catch a fish. When Jack starts worrying about Rufus, put your rod away and search for the dog.



Explore the highlighted area, on the east side of the path leading to the fishing spot, then sprint back to Jack when he calls you. Follow the onscreen instructions to suck the venom from the wound.

★ A REALLY BIG BASTARD ★



Medal Goals	★ Shoot the bear four times as it charges ★ Headshot both rival bounty hunters in Dead Eye ★ Finish within seven minutes 15 seconds
Notes	When you reach the small campsite, don't dismount; instead head toward the cabin to save time. The automatic Dead Eye moment makes it easy to shoot the bear four times as it charges. After the animal flees, restore your Dead Eye meter with a tonic to prepare for the confrontation on your way back to Blackwater.

1 Abigail awaits inside the house at Beecher's Hope. After the cutscene, mount up and follow Sadie into Tall Trees.

After her brief halt at a small campsite, stay with Sadie as you close in on the bounty. When she loses the trail, activate Eagle Eye to reveal the footprints and press R1/RB to focus on them. Continue until you reach a small cabin.

3 When the bear charges, fire at it multiple times during the automatic Dead Eye moment, though you should not expect to kill it. During the ensuing struggle, mash ◎/Ⓑ to break free.

You now need to escort Sadie back to the Blackwater sheriff. As soon as you run into two riders who talk with Sadie, feel free to open fire in advance – they will attack no matter what. If your meter allows for it, dispatch them with Dead Eye headshots to complete a medal goal. The mission ends when you reach the sheriff's office.

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★ A NEW FUTURE IMAGINED ★

Medal Goals	★ Finish within seven minutes 30 seconds
Notes	Use every opportunity to save time by galloping, walking, and rowing straight to your next destination, and this should be a very easy gold medal.

1 Head to your house at Beecher's Hope where Abigail awaits. Get on the wagon and drive to Blackwater.

2 Once you have parked the wagon at the designated spot, go the photo studio and select a backdrop, then have your photo taken.

3 Next, take Abigail to the Imperial Theatre across the street.

4 Finally, head to the nearby shore and row out onto the lake. Be ready to follow the onscreen prompts when they appear.

★ AMERICAN VENOM ★

Medal Goals	★ Help Sadie catch Cleet within 35 seconds ★ Headshot the sniper who shoots Charles ★ Finish with at least 85% accuracy ★ Complete the mission without consuming any health items
Notes	To catch Cleet within 35 seconds, you need to cross the bridge as soon as you arrive in Strawberry to trigger the chase immediately. Our walkthrough will help you to complete the other objectives, though you will need a high level of shooting expertise to meet the 85% accuracy requirement.

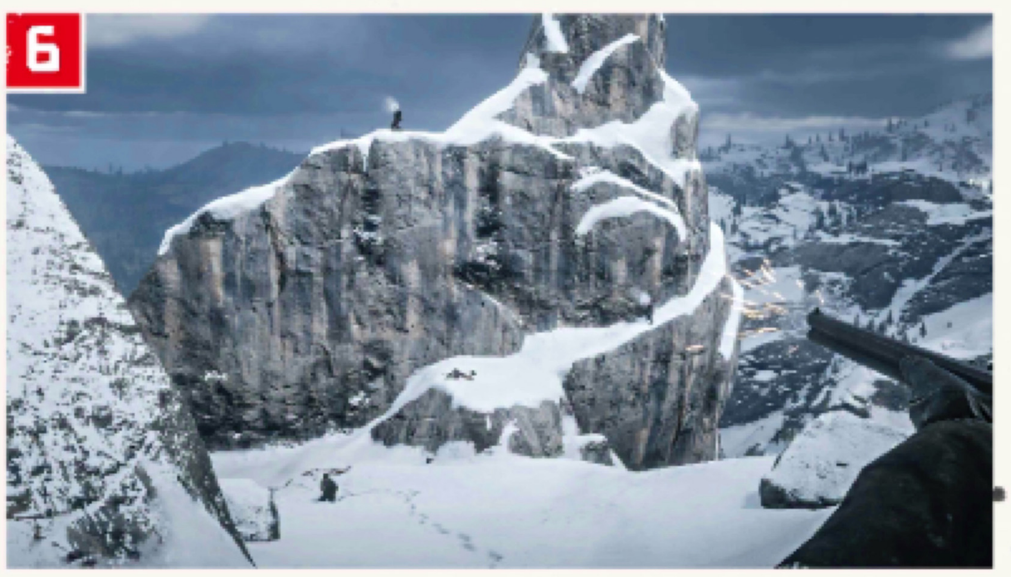
Join Abigail in the living room at Beecher's Hope, then follow Sadie to Strawberry. On arrival, cross the bridge to find Cleet, then chase him as soon as he starts running.

2 After Sadie catches Cleet, beat him then drag him to the gallows and tie the noose around his neck. Follow the onscreen prompt to threaten Cleet by moving the lever. It is then up to you to decide whether to hang or spare him – though the latter option will reward you with honor. Whatever your choice may be, mount up afterwards and ride with your companions towards Mount Hagen.

After the cutscene where Charles is shot, sprint behind the rock in front of you. Your objective here is to kill the sniper. To do so, you can either pick him off using a scoped rifle from your starting position, or dash from cover to cover until you are within range to shoot back. You'll need to score a headshot if you are trying to secure the related medal goal: activating Dead Eye can really help here. After checking on Charles, run up the hill with Sadie.

As you ascend, multiple thugs will attack, including a few snipers: deal with the latter quickly. Advance cautiously, sprinting from cover to cover and eliminating all targets in sight before you move on. Don't forget to manage your attribute cores throughout this entire sequence: topping up your health core, in particular, will help you to heal between each confrontation.

After the cutscene at the top of the hill, you immediately face three men that you can eliminate as you please. Keep pushing forward, dispatching all foes that you encounter as quickly as possible. You have very few cover points in this area, so it's critical to employ the "lock on / flick Ⓡ / headshot" technique to kill opponents rapidly.



After you pass through the narrow rocky section and kill the enemies on the other side, be ready to turn around and take cover against the nearby rock: multiple foes are just about to attack you from behind. Defeat them one by one, including those positioned on the cliff.

7 As you run up the next steep hill, three thugs will appear at the top. You have no cover available, so eliminate them rapidly with chained headshots or Dead Eye. You will find a second campsite at the top. Sprint to cover and dispatch the men in the area; they tend to pop out unexpectedly, so stay on your guard. Health management is of paramount importance here, so take the time to replenish your core if required to ensure a maximum recovery rate. A few opponents will attack as you approach each of the four highlighted zones.

You will eventually encounter Micah after searching the final marked area, outside a mountain hut. A vicious duel soon begins, and your foe is formidable: he fires quickly and is prompt to return to cover, leaving you with no real window of opportunity to hit him. A conventional fight is therefore not a realistic option – so use your wits instead. If you look up, above Micah's cover position, you will see a lantern: shoot it to cause a fire. This will force Micah to transition from his hiding place to the nearby wood store shed. Be patient, fire a few shots between his volleys, and he will soon move behind the outhouse – at which point, victory is yours.

The events that follow are best experienced without any form of guidance.

POST-STORY PLAY

The story has been told, but the game is far from over. After the closing credits, play resumes at Beecher's Hope. You can now turn your attention to the incredible variety of activities that still remain, including stranger missions, bounty hunting, robberies, challenges, and so much more.

If you need any assistance as you explore such opportunities, or are striving to reach total completion, our guidance continues in the Exploration chapter that lies just over the page.

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EXPLORATION

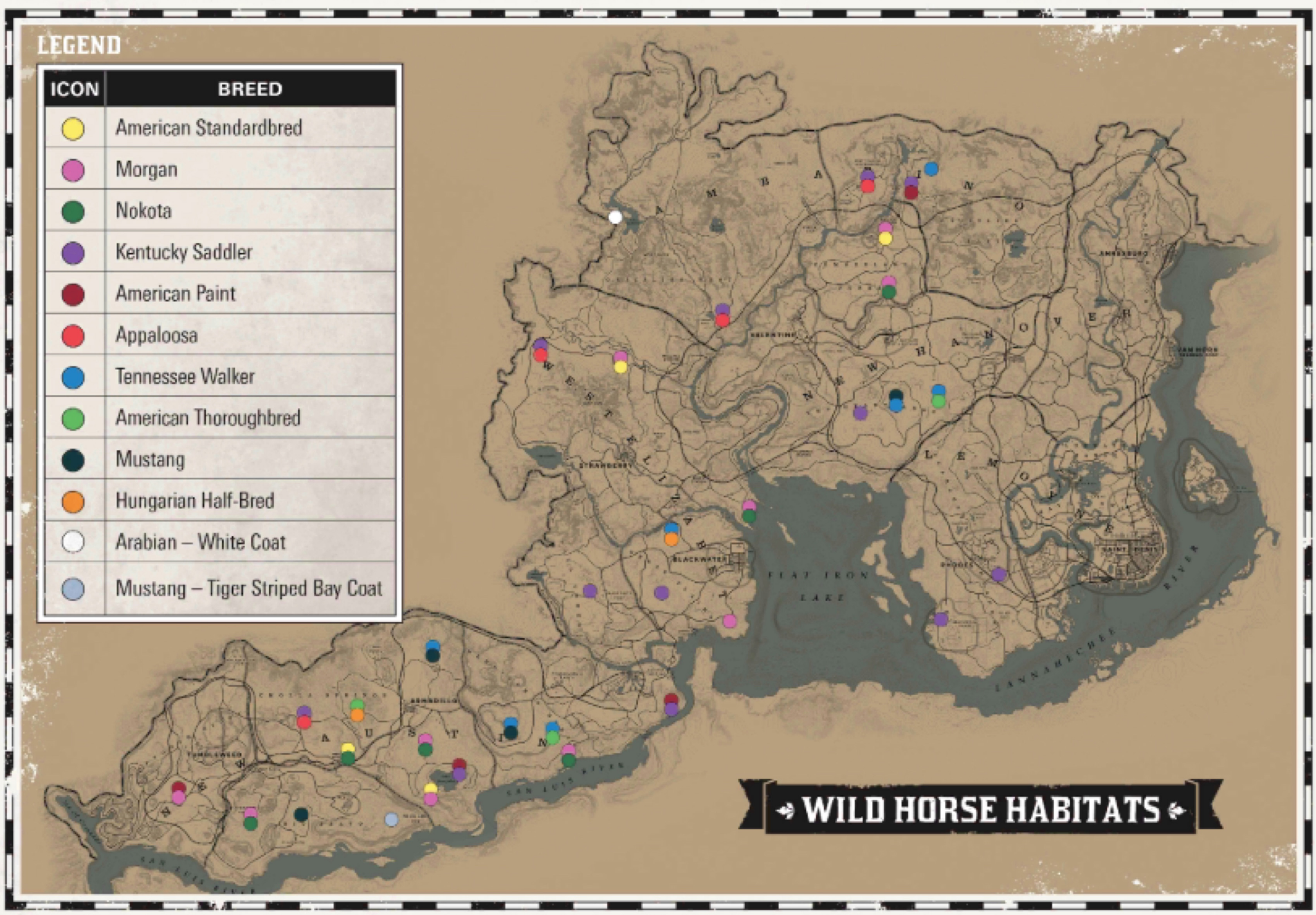
This chapter offers a comprehensive presentation of optional endeavors, activities, and assorted diversions that you can encounter on your travels through the world of *Red Dead Redemption 2*.

INTRODUCTION

Red Dead Redemption 2 will never leave you at a loose end with nothing to do. This is a game where you could happily spend hours upon hours simply moving from one place to another just to marvel at vistas, or peer at fine details – but when you can tear yourself away from the sights, sounds and sheer *atmosphere*, there are countless activities to get involved with.

This chapter is first and foremost a guide to all pursuits, additional stories and miscellaneous activities that you might want to experience, but it also offers a more in-depth look at core systems (such as attributes and underlying mechanics) that will help you to better understand and enjoy the game. It is also, by necessity, rather extensive. If you would like to jump straight to a particular section of interest, be sure to use the Index Tab on the right-hand side of each double-page spread to quickly flick through to the information that you seek.

HORSES



Horses are the most convenient way to travel through the vast expanses of *Red Dead Redemption 2*'s world, but they also serve as mobile inventories, and a means to convey heavy objects (such as captives, animal carcasses, and so forth) to destinations in a timely fashion.

The three main ways to acquire a new mount are as follows:

- ★ **In the wild:** You will regularly run into wild horses that you can tame.
- ★ **Ambient:** You will also regularly find horses that have been hitched by their owners, particularly in towns. You are free to steal them, though you should be wary of witnesses. Along the same lines, you can cut horses free from wagons to make them yours.
- ★ **Stables:** Finally, you can buy new mounts at stables.

A horse will only truly become your main mount if you put your saddle on it – a feature unlocked after you complete the "Exit Pursued by a Bruised Ego" story mission (see page 46). To do so, approach your intended mount with a saddle in hand and hold ✪. You can only have one saddle, and therefore one main horse, at a time. To remove your saddle from your current horse, focus on it (hold L2/LT) then hold ✪.

★ WILD HORSES ★

Capturing and taming wild horses is a free method of acquiring new mounts. Many breeds are available in the wilderness – as revealed on the map above. Keep in mind that this shows general habitats: you may need to look around a little to find the species you're after in each territory.

To break a horse, you first need to approach it while locked on: lasso it, or walk as slowly as you can and take every opportunity to calm it with ▢/✕. Once in close proximity, you can mount it by

holding Ⓐ/Ⓨ to initiate a rodeo sequence. Your goal here is to stay on the horse's back by tilting Ⓛ in the opposite direction to where it pulls. If you manage to stop it from bucking you off, ride it for a while and pat by pressing L3/L1, it will soon be tamed and become a "temporary horse"; to claim it as your primary horse, you'll then need to equip it with your saddle.

There are three extremely rare types of wild horses in the game:

- ★ Two of these are shown on the map: the **white Arabian** and the **tiger-striped bay Mustang**.
- ★ The third one is a **splashed white American Paint**. This specimen does not have a set location. Instead, it randomly spawns at ambient campfires around the world, where hostile campers await.

★ HORSE ATTRIBUTES ★

All mounts have four primary attributes: stamina, health, speed and acceleration. The first two stats regularly pop up during general play, while the speed and acceleration stats can be seen in the "info" window when you study or focus on each animal, when you open the horse wheel, or when you visit stables.

Stamina: The level of physical exertion your horse can endure, such as when galloping at full speed, swimming, or jumping.

Health: The amount of damage that your horse can sustain.

Speed: Determines the top speed of a horse.

Acceleration: Governs the rate at which a horse will accelerate from a stationary position to top speed.

Each of these attributes starts at a default value. For example, a horse of the Morgan breed has initial parameters of 2, 3, 3, and 2 respectively – all of which translate into segments (referred to as "tanks") in the corresponding meters. Horse attributes can be improved, and the respective meters extended, via the following methods.

- ★ **Horse Equipment:** Certain pieces of equipment can improve your horse's stats. Saddle and stirrup effects, for instance, add a hidden bonus that can be seen in the pause menu (Player ➤ Horse ➤ Tack), such as reducing the drain rate of cores and increasing the recovery rate of meters.
- ★ **Bonding:** Your horse will receive one additional stamina tank and health tank when your bond with it levels up (see page 140).

There are a few extra features worth mentioning here:

- ★ Horse attributes can be upgraded to a maximum of ten tanks per category.
- ★ If a horse's stamina core is fully depleted, its top speed will be reduced by a third. A similar penalty is applied when its health core is dangerously low.
- ★ When a horse carries an additional human or a large animal, its top speed will be decreased; the stamina meter will also drain at an accelerated rate while riding up slopes.
- ★ Both horse cores are fully restored when you sleep. Hitching a horse to posts and leading a horse will refill cores to 55% and 45% respectively.
- ★ A horse will become agitated if you push it to gallop at full speed when its stamina meter is fully depleted. If you persist, it could buck you off. It may also become alarmed and dislodge you when a predator is nearby.

★ HORSE CATEGORIES ★

Horses belong to at least one of seven categories, each associated with a handling archetype. The base attributes of a horse depend on the category it belongs to. As a rule, riding horses have the lowest attributes, and superior horses the highest – though there are some variations.

- ★ **Riding:** These horses are the most common in the world, and make up most of the ambient and wild population. They tend to have low attributes.
- ★ **Draft:** Common horses that are generally seen pulling wagons and coaches. They are big and slow but have slightly higher stats than riding horses.
- ★ **Race:** These horses have higher speed and acceleration, but lower stamina and health.
- ★ **War:** These horses have higher health and stamina, but lower speed and acceleration.
- ★ **Work:** These horses have higher stamina, average health and speed, but lower acceleration.
- ★ **Multi-Class:** These are a combination of two classes. They tend to be rarer and more expensive, but offer above-average attributes.
- ★ **Superior:** Though rare and expensive, these horses can possess exceptional attributes.

★ ADDITIONAL ATTRIBUTES ★

HANDLING

Handling is an attribute that determines the "feel" of a horse and how it reacts to your commands. A horse's handling archetype depends on the category it belongs to, as shown in the following table. Generally speaking, the further you go down this list, the more reactive and agile your horse will feel.

HANDLING ARCHETYPES

ARCHETYPE	HORSE CATEGORY
Heavy	Draft horses
Standard	Riding, war, work, and multi-class horses
Race	Race horses
Elite	Superior horses

HORSE WEIGHT

The weight of your horse is determined by how often you feed it. This parameter has a range of 0 (corresponding to an emaciated condition) to 100 (relative obesity). By default, your horse can be deemed to be fully "fit" when its weight rests at 50. Calories that it gains when you feed it increase the weight value; extended periods without sustenance will cause it to decrease. Calorie values are listed in our Items chapter: see page 310.

An overweight or malnourished horse will experience a small reduction in top speed, so take care not to neglect or over-indulge your mount.

CLEANLINESS

As you ride your horse during your travels, it will gradually become dirty. Excessive grime, indicated by a red brush appearing in the health core icon, increases the meter drain speed by 25%.

To clean your horse you will need to brush it. An alternative method is to ride it through a suitable body of water.

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★ HORSE DATABASE ★

You can learn more about a horse by focusing on it while in close proximity (hold L2/LT), or by scrutinizing it through your binoculars. Either way, hold R1/RB to study it; once the circular gauge is full, you can press the button again to show some of the animal's information.

In this section, we offer an exhaustive appraisal of all horses using individual fact sheets, sorted by availability.

Most cell headings in the fact sheets found here should be self-explanatory. The one called "Base Value" corresponds to how much it will cost to buy it from a stable. This total is also used to calculate the sale price. The proportion of the base value that you can obtain when selling a horse is determined by two factors: how you acquired your mount, and what your bonding level is.

HORSE SELL PRICE: RATE APPLIED TO BASE VALUE ★★★★★★★★★★★★★★★★★★★★★★★★

	SELL PRICE AT A STABLE (PURCHASED LEGALLY)				SELL PRICE AT A STABLE (STOLEN)					SELL PRICE AT THE HORSE FENCE (STOLEN)				
BONDING LEVEL	1	2	3	4	0	1	2	3	4	0	1	2	3	4
RATE APPLIED	50%	65%	80%	95%	2%	4%	10%	15%	20%	4%	8%	12%	20%	30%

Tennessee Walker

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	2	2

AVAILABILITY	HANDLING
"Outlaws From the West" (Chapter 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 60.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Mahogany Bay	LV.0 $ 1.20	LV.1 $ 2.40	LV.2 $ 6.00	LV.3 $ 9.00	LV.4 $ 12.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 7.20	LV.3 $ 12.00	LV.4 $ 18.00

Shire

HEALTH	STAMINA	SPEED	ACCELERATION
4	4	3	2

AVAILABILITY	HANDLING
"Exit Pursued by a Bruised Ego" (Chapter 2)	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ 65.00	LV.2 $ 84.50	LV.3 $ 104.00	LV.4 $ 123.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Raven Black	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

American Standardbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	5	4

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 150.00	LV.1 $ 75.00	LV.2 $ 97.50	LV.3 $ 120.00	LV.4 $ 142.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Palomino Dapple	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 6.00	LV.1 $ 12.00	LV.2 $ 18.00	LV.3 $ 30.00	LV.4 $ 45.00

Dutch Warmblood

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	4	3

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ 225.00	LV.2 $ 292.50	LV.3 $ 360.00	LV.4 $ 427.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Chocolate Roan	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

Hungarian Halfbred

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 150.00	LV.1 $ 75.00	LV.2 $ 97.50	LV.3 $ 120.00	LV.4 $ 142.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dapple Dark Grey	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 6.00	LV.1 $ 12.00	LV.2 $ 18.00	LV.3 $ 30.00	LV.4 $ 45.00

Morgan

HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 15.00	LV.1 $ 7.50	LV.2 $ 9.75	LV.3 $ 12.00	LV.4 $ 14.25

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Palomino	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 0.60	LV.1 $ 1.20	LV.2 $ 1.80	LV.3 $ 3.00	LV.4 $ 4.50

Kentucky Saddler

HEALTH	STAMINA	SPEED	ACCELERATION
3	2	3	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 50.00	LV.1 $ 25.00	LV.2 $ 32.50	LV.3 $ 40.00	LV.4 $ 47.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Grey	LV.0 $ 1.00	LV.1 $ 2.00	LV.2 $ 5.00	LV.3 $ 7.50	LV.4 $ 10.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.00	LV.1 $ 4.00	LV.2 $ 6.00	LV.3 $ 10.00	LV.4 $ 15.00

Morgan

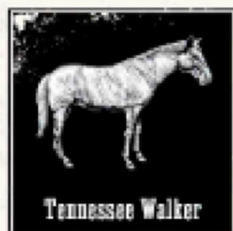
HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 55.00	LV.1 $ 27.50	LV.2 $ 35.75	LV.3 $ 44.00	LV.4 $ 52.25

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Bay Roan	LV.0 $ 1.10	LV.1 $ 2.20	LV.2 $ 5.50	LV.3 $ 8.25	LV.4 $ 11.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.20	LV.1 $ 4.40	LV.2 $ 6.60	LV.3 $ 11.00	LV.4 $ 16.50



Tennessee Walker

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	2	2

AVAILABILITY	HANDLING
Ambient / Wild / Valentine Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 60.00	LV.1 $ 30.00	LV.2 $ 39.00	LV.3 $ 48.00	LV.4 $ 57.00

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Red Roan	LV.0 $ 1.20	LV.1 $ 2.40	LV.2 $ 6.00	LV.3 $ 9.00	LV.4 $ 12.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 7.20	LV.3 $ 12.00	LV.4 $ 18.00

Ardennes

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Scarlett Meadows Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 140.00	LV.1 $ 70.00	LV.2 $ 91.00	LV.3 $ 112.00	LV.4 $ 133.00

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Bay Roan	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 5.60	LV.1 $ 11.20	LV.2 $ 16.80	LV.3 $ 28.00	LV.4 $ 42.00

Dutch Warmblood

HEALTH	STAMINA	SPEED	ACCELERATION
4	5	3	3

AVAILABILITY	HANDLING
Scarlett Meadows Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 150.00	LV.1 $ 75.00	LV.2 $ 97.50	LV.3 $ 120.00	LV.4 $ 142.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Sooty Buckskin	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 6.00	LV.1 $ 12.00	LV.2 $ 18.00	LV.3 $ 30.00	LV.4 $ 45.00

Andalusian

HEALTH	STAMINA	SPEED	ACCELERATION
5	4	3	3

AVAILABILITY	HANDLING
Strawberry Stable (Chapter 2)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 140.00	LV.1 $ 70.00	LV.2 $ 91.00	LV.3 $ 112.00	LV.4 $ 133.00

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dark Bay	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 5.60	LV.1 $ 11.20	LV.2 $ 16.80	LV.3 $ 28.00	LV.4 $ 42.00

Dutch Warmblood

HEALTH	STAMINA	SPEED	ACCELERATION
4	5	3	3

AVAILABILITY	HANDLING
Strawberry Stable (Chapter 3)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 150.00	LV.1 $ 75.00	LV.2 $ 97.50	LV.3 $ 120.00	LV.4 $ 142.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Seal Brown	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 6.00	LV.1 $ 12.00	LV.2 $ 18.00	LV.3 $ 30.00	LV.4 $ 45.00

Missouri Fox Trotter

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	7	5

AVAILABILITY	HANDLING
Scarlett Meadows Stable (Chapter 4)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 950.00	LV.1 $ 475.00	LV.2 $ 617.50	LV.3 $ 760.00	LV.4 $ 902.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Amber Champagne	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – Race / Work	LV.0 $ 38.00	LV.1 $ 76.00	LV.2 $ 114.00	LV.3 $ 190.00	LV.4 $ 285.00

Nokota

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	7	5

AVAILABILITY	HANDLING
Saint Denis Stable (Chapter 4)	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ 225.00	LV.2 $ 292.50	LV.3 $ 360.00	LV.4 $ 427.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Reverse Dapple Roan	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

Andalusian

HEALTH	STAMINA	SPEED	ACCELERATION
7	5	3	3

AVAILABILITY	HANDLING
Van Horn Stable (Chapter 6)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 440.00	LV.1 $ 220.00	LV.2 $ 286.00	LV.3 $ 352.00	LV.4 $ 418.00

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Rose Grey	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 17.60	LV.1 $ 35.20	LV.2 $ 52.80	LV.3 $ 88.00	LV.4 $ 132.00

Ardennes

HEALTH	STAMINA	SPEED	ACCELERATION
7	5	3	3

AVAILABILITY	HANDLING
Van Horn Stable (Chapter 6)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ 225.00	LV.2 $ 292.50	LV.3 $ 360.00	LV.4 $ 427.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Strawberry Roan	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

American Standardbred

HEALTH	STAMINA	SPEED	ACCELERATION
4	4	5	4

AVAILABILITY	HANDLING
Tumbleweed Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 400.00	LV.1 $ 200.00	LV.2 $ 260.00	LV.3 $ 320.00	LV.4 $ 380.00

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Silver Tail Buckskin	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 16.00	LV.1 $ 32.00	LV.2 $ 48.00	LV.3 $ 80.00	LV.4 $ 120.00

Arabian

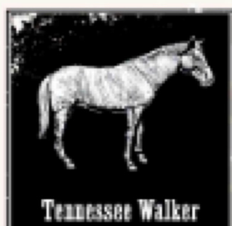
HEALTH	STAMINA	SPEED	ACCELERATION
7	7	6	6

AVAILABILITY	HANDLING
Blackwater Stable (Epilogue 1)	Elite

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 1,250.00	LV.1 $ 625.00	LV.2 $ 812.50	LV.3 $ 1,000.00	LV.4 $ 1,187.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Rose Grey Bay	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Superior	LV.0 $ 50.00	LV.1 $ 100.00	LV.2 $ 150.00	LV.3 $ 250.00	LV.4 $ 375.00



Tennessee Walker

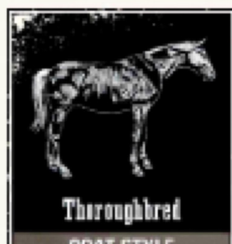
HEALTH	STAMINA	SPEED	ACCELERATION
4	5	3	3

AVAILABILITY	HANDLING
Tumbleweed Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 150.00	LV.1 $ 75.00	LV.2 $ 97.50	LV.3 $ 120.00	LV.4 $ 142.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Flaxen Roan	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 6.00	LV.1 $ 12.00	LV.2 $ 18.00	LV.3 $ 30.00	LV.4 $ 45.00



Thoroughbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	7	5

AVAILABILITY	HANDLING
Strawberry Stable (Chapter 3)	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ 225.00	LV.2 $ 292.50	LV.3 $ 360.00	LV.4 $ 427.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Brindle	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

Arabian

HEALTH	STAMINA	SPEED	ACCELERATION
6	6	6	6

AVAILABILITY	HANDLING
Saint Denis Stable (Chapter 4)	Elite

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 1,050.00	LV.1 $ 525.00	LV.2 $ 682.50	LV.3 $ 840.00	LV.4 $ 997.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Black	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Superior	LV.0 $ 42.00	LV.1 $ 84.00	LV.2 $ 126.00	LV.3 $ 210.00	LV.4 $ 315.00

Turkoman

HEALTH	STAMINA	SPEED	ACCELERATION
7	5	6	5

AVAILABILITY	HANDLING
Saint Denis Stable (Chapter 4)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 950.00	LV.1 $ 475.00	LV.2 $ 617.50	LV.3 $ 760.00	LV.4 $ 902.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Gold	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – Race / War	LV.0 $ 38.00	LV.1 $ 76.00	LV.2 $ 114.00	LV.3 $ 190.00	LV.4 $ 285.00

Appaloosa

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	4	3

AVAILABILITY	HANDLING
Van Horn Stable (Chapter 6)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 430.00	LV.1 $ 215.00	LV.2 $ 279.50	LV.3 $ 344.00	LV.4 $ 408.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Leopard	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 17.20	LV.1 $ 34.40	LV.2 $ 51.60	LV.3 $ 86.00	LV.4 $ 129.00

American Paint

HEALTH	STAMINA	SPEED	ACCELERATION
5	5	4	4

AVAILABILITY	HANDLING
Tumbleweed Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 425.00	LV.1 $ 212.50	LV.2 $ 276.25	LV.3 $ 340.00	LV.4 $ 403.75

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Grey Overo	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 17.00	LV.1 $ 34.00	LV.2 $ 51.00	LV.3 $ 85.00	LV.4 $ 127.50

Appaloosa

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	4	3

AVAILABILITY	HANDLING
Tumbleweed Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ 225.00	LV.2 $ 292.50	LV.3 $ 360.00	LV.4 $ 427.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Brown Leopard	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

Missouri Fox Trotter

HEALTH	STAMINA	SPEED	ACCELERATION
5	6	7	5

AVAILABILITY	HANDLING
Blackwater Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 950.00	LV.1 $ 475.00	LV.2 $ 617.50	LV.3 $ 760.00	LV.4 $ 902.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Silver Dapple Pinto	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – Race / Work	LV.0 $ 38.00	LV.1 $ 76.00	LV.2 $ 114.00	LV.3 $ 190.00	LV.4 $ 285.00

Turkoman

HEALTH	STAMINA	SPEED	ACCELERATION
7	5	6	5

AVAILABILITY	HANDLING
Blackwater Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 925.00	LV.1 $ 462.50	LV.2 $ 601.25	LV.3 $ 740.00	LV.4 $ 878.75

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dark Bay	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – Race / War	LV.0 $ 37.00	LV.1 $ 74.00	LV.2 $ 111.00	LV.3 $ 185.00	LV.4 $ 277.50

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Turkoman

HEALTH	STAMINA	SPEED	ACCELERATION
7	5	6	5

AVAILABILITY	HANDLING
Tumbleweed Stable (Epilogue 1)	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 950.00	LV.1 $ 475.00	LV.2 $ 617.50	LV.3 $ 760.00	LV.4 $ 902.50

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Silver	LV.0 $ -	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – Race / War	LV.0 $ 38.00	LV.1 $ 76.00	LV.2 $ 114.00	LV.3 $ 190.00	LV.4 $ 285.00

Belgian

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	3	3

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Blond Chestnut	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Belgian

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	3	3

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Mealy Chestnut	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Shire

HEALTH	STAMINA	SPEED	ACCELERATION
4	3	3	2

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dark Bay	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Shire

HEALTH	STAMINA	SPEED	ACCELERATION
4	3	3	2

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Light Grey	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Suffolk Punch

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	2

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Red Chestnut	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Suffolk Punch

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	2

AVAILABILITY	HANDLING
Ambient	Heavy

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 120.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Sorrel	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 12.00	LV.3 $ 18.00	LV.4 $ 24.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Draft	LV.0 $ 4.80	LV.1 $ 9.60	LV.2 $ 14.40	LV.3 $ 24.00	LV.4 $ 36.00

Kentucky Saddler

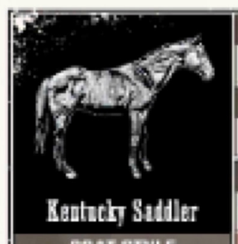
HEALTH	STAMINA	SPEED	ACCELERATION
3	2	3	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 50.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Black	LV.0 $ 1.00	LV.1 $ 2.00	LV.2 $ 5.00	LV.3 $ 7.50	LV.4 $ 10.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.00	LV.1 $ 4.00	LV.2 $ 6.00	LV.3 $ 10.00	LV.4 $ 15.00



Kentucky Saddler

HEALTH	STAMINA	SPEED	ACCELERATION
3	2	3	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 50.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Chestnut Pinto	LV.0 $ 1.00	LV.1 $ 2.00	LV.2 $ 5.00	LV.3 $ 7.50	LV.4 $ 10.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.00	LV.1 $ 4.00	LV.2 $ 6.00	LV.3 $ 10.00	LV.4 $ 15.00

Kentucky Saddler

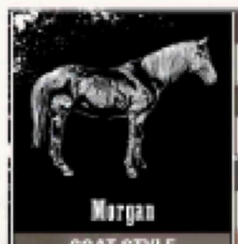
HEALTH	STAMINA	SPEED	ACCELERATION
3	2	3	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 50.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Silver Bay	LV.0 $ 1.00	LV.1 $ 2.00	LV.2 $ 5.00	LV.3 $ 7.50	LV.4 $ 10.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.00	LV.1 $ 4.00	LV.2 $ 6.00	LV.3 $ 10.00	LV.4 $ 15.00



Morgan

HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 55.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Bay	LV.0 $ 1.10	LV.1 $ 2.20	LV.2 $ 5.50	LV.3 $ 8.25	LV.4 $ 11.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.20	LV.1 $ 4.40	LV.2 $ 6.60	LV.3 $ 11.00	LV.4 $ 16.50

Morgan

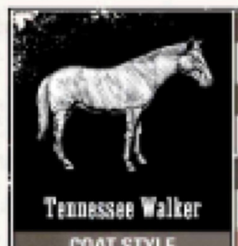
HEALTH	STAMINA	SPEED	ACCELERATION
2	3	3	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 55.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Flaxen Chestnut	LV.0 $ 1.10	LV.1 $ 2.20	LV.2 $ 5.50	LV.3 $ 8.25	LV.4 $ 11.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.20	LV.1 $ 4.40	LV.2 $ 6.60	LV.3 $ 11.00	LV.4 $ 16.50



Tennessee Walker

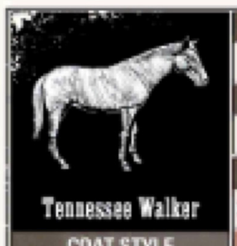
HEALTH	STAMINA	SPEED	ACCELERATION
3	3	2	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 60.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Black Rabicano	LV.0 $ 1.20	LV.1 $ 2.40	LV.2 $ 6.00	LV.3 $ 9.00	LV.4 $ 12.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 7.20	LV.3 $ 12.00	LV.4 $ 18.00



Tennessee Walker

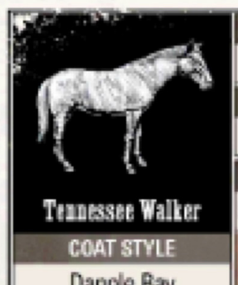
HEALTH	STAMINA	SPEED	ACCELERATION
3	3	2	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 60.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Chestnut	LV.0 $ 1.20	LV.1 $ 2.40	LV.2 $ 6.00	LV.3 $ 9.00	LV.4 $ 12.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 7.20	LV.3 $ 12.00	LV.4 $ 18.00



Tennessee Walker

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	2	2

AVAILABILITY	HANDLING
Ambient / Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 60.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dapple Bay	LV.0 $ 1.20	LV.1 $ 2.40	LV.2 $ 6.00	LV.3 $ 9.00	LV.4 $ 12.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Riding	LV.0 $ 2.40	LV.1 $ 4.80	LV.2 $ 7.20	LV.3 $ 12.00	LV.4 $ 18.00

American Paint

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Overo	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

American Paint

HEALTH	STAMINA	SPEED	ACCELERATION
3	5	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 140.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Splashed White	LV.0 $ 2.80	LV.1 $ 5.60	LV.2 $ 14.00	LV.3 $ 21.00	LV.4 $ 28.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 5.60	LV.1 $ 11.20	LV.2 $ 16.80	LV.3 $ 28.00	LV.4 $ 42.00

American Standardbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Black	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Appaloosa

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Blanket	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Arabian

HEALTH	STAMINA	SPEED	ACCELERATION
5	5	6	6

AVAILABILITY	HANDLING
Wild	Elite

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 1,200.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
White	LV.0 $ 24.00	LV.1 $ 48.00	LV.2 $ 120.00	LV.3 $ 180.00	LV.4 $ 240.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Superior	LV.0 $ 48.00	LV.1 $ 96.00	LV.2 $ 144.00	LV.3 $ 240.00	LV.4 $ 360.00

Hungarian Halfbred

HEALTH	STAMINA	SPEED	ACCELERATION
4	3	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Piebald Tobiano	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Mustang

HEALTH	STAMINA	SPEED	ACCELERATION
5	5	4	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 450.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Tiger Striped Bay	LV.0 $ 9.00	LV.1 $ 18.00	LV.2 $ 45.00	LV.3 $ 67.50	LV.4 $ 90.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – War / Work	LV.0 $ 18.00	LV.1 $ 36.00	LV.2 $ 54.00	LV.3 $ 90.00	LV.4 $ 135.00

Nokota

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Blue Roan	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Thoroughbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Blood Bay	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

American Paint

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Tobiano	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

American Standardbred

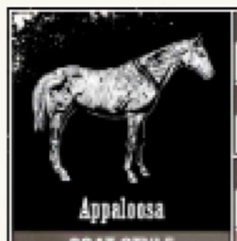
HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Buckskin	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00



Appaloosa

HEALTH	STAMINA	SPEED	ACCELERATION
3	4	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Leopard Blanket	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Hungarian Halfbred

HEALTH	STAMINA	SPEED	ACCELERATION
4	3	3	3

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Flaxen Chestnut	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
War	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Mustang

HEALTH	STAMINA	SPEED	ACCELERATION
4	4	3	2

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Grullo Dun	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – War / Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Mustang

HEALTH	STAMINA	SPEED	ACCELERATION
4	4	3	2

AVAILABILITY	HANDLING
Wild	Standard

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Wild Bay	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Multi – War / Work	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Nokota

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
White Roan	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

Thoroughbred

HEALTH	STAMINA	SPEED	ACCELERATION
3	3	4	3

AVAILABILITY	HANDLING
Wild	Race

BASE VALUE	SELL PRICE AT A STABLE (PURCHASED LEGALLY)			
$ 130.00	LV.1 $ -	LV.2 $ -	LV.3 $ -	LV.4 $ -

COAT STYLE	SELL PRICE AT A STABLE (STOLEN)				
Dapple Grey	LV.0 $ 2.60	LV.1 $ 5.20	LV.2 $ 13.00	LV.3 $ 19.50	LV.4 $ 26.00

CATEGORY	SELL PRICE AT THE HORSE FENCE (STOLEN)				
Race	LV.0 $ 5.20	LV.1 $ 10.40	LV.2 $ 15.60	LV.3 $ 26.00	LV.4 $ 39.00

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★ BONDING ★

Bonding represents the level of trust and understanding between you and your horse.

There are four bonding levels beyond the initial state of unfamiliarity. These can be reached by accumulating bonding XP. Whenever you reach the next milestone, your bond with that horse will level up. The bonding XP required to reach the next level depends on the combined value of a horse's primary attributes: stamina, health, speed and acceleration.

BONDING MILESTONES PER GROUP

BOND LEVEL		GROUP 1 (STATS: 1-12)	GROUP 2 (STATS: 13-16)	GROUP 3 (STATS: 17-21)	GROUP 4 (STATS: 22-30)
	0	0 XP	0 XP	0 XP	0 XP
	1	50 XP	50 XP	50 XP	50 XP
	2	200 XP	250 XP	300 XP	350 XP
	3	300 XP	450 XP	600 XP	750 XP
	4	400 XP	700 XP	1,000 XP	1,300 XP
Total Required		1,050 XP	1,450 XP	1,950 XP	2,450 XP

All purchased horses begin at bond level 1. Wild and stolen horses, on the other hand, begin at level 0. You need to earn their trust by performing any of the XP-inducing actions listed in the table below until your bond with them reaches level 1: at this point, they become your temporary horse and will respond to your commands.

BONDING: XP-INDUCING ACTIONS

CATEGORY	ACTION	XP	NOTES
Wild or Stolen Horse	Breaking Wild Horse	25	When you tame a wild horse
	Trust Earned	15	Earned after riding for a while
	Equipping Saddle	Brings XP to 50	No extra XP given beyond 50
Reassuring	Patting	5	When the horse is calm; cooldown of 45 seconds
	Calming	15	When the horse is agitated
Grooming	Applying Ointment	5	-
	When Dirty	15	Dirt level between 10 and 100
	When Clean	1	Dirt level between 0 and 9
Feeding	Feeding Treat	5	Any time
	Feeding highly nutritious food	15 / 5 / 1	Benefit of food is 50 core points or higher; 15, 5, or 1 XP awarded depending on the condition of the relevant cores – 0-75, 76-85, or 86-100 respectively
	Feeding nutritious food	5 / 1	Benefit of food is 25-49 core points; 5 or 1 XP awarded depending on the condition of the relevant cores – 0-75 or 76-100 respectively
Movement	Walking/Trotting	2 every 5 secs	If burdened: 1 every 5 secs
	Gallop/Full Gallop	1 every 5 secs	Even when carrying a large load
	Leading	2 every 5 secs	Even when carrying a large load
Travelling	Hitching	15 / 1	Only once per area and per 12 in-game hours; subsequent hitchings before the conditions are reset give 1 XP
	Unloading	15 / 1	The horse must have carried the load for at least two and a half in-game hours; below this, only 1 XP is awarded

As your bonding level with a horse grows, you unlock various **bonding perks** and rewards that develop the animal's potential.

BONDING PERKS PER LEVEL

BONDING	STAMINA METER	HEALTH METER	REVIVE TIME	COMMAND UNLOCKED	WHISTLE RANGE	WHISTLE RESPONSE BAR
Level 1	–	–	12 mins	–	185-205m	4 segments
Level 2	+1 tank	+1 tank	25 mins	Rearing (R1 / RB + □ / X when stationary)	225-260m	6 segments
Level 3	+1 tank	+1 tank	30 mins	Skid Turns (R1 / RB + ✕ / A when moving) Skid Stops (R1 / RB + □ / X when moving)	280-330m	8 segments
Level 4	+1 tank	+1 tank	60 mins	Piaffing (Hold □ / X when stationary) Drifting (Hold □ / X when moving)	350m	8 segments

★ RESPONSE ★

The **whistle range** determines the distance in meters at which your horse will respond to your calls. By default, your whistle range starts at 185 meters. For every 10 bonding XP that you obtain, the range is extended by one meter, up to a maximum of 205 meters at level 1. When you reach level 2 you receive a bonus of 20 meters, taking the starting range for level 2 up to 225 meters. The same increments apply until you reach the optimal whistle range of 350 meters at level 4.

There is an additional (albeit hidden) system that determines your horse's reactivity to your whistles: the **response bar**. The higher your bonding level, the more the response bar is extended (four segments at level 1, six segments at level 2, and eight segments at levels 3 and 4). Every time you tap or hold ✪ to whistle, the bar fills incrementally. Broadly, each tap fills half of a segment at level 1, one segment at levels 2 and 3, and two segments at level 4. The more you fill the response bar, the faster your horse's gait will be when it moves toward you.

In short: you can press ✪ repeatedly to make your horse come to you more rapidly, and this works even better at higher bonding levels.

HORSE RESPONSE

GAIT	RESPONSE SEGMENTS				
	1	2-3	4-5	6-7	8
Canters to…	50m	50m	40m	30m	20m
Trots to…	30m	25m	20m	15m	10m
Walks to…	10m	10m	10m	10m	-

★ HORSE DEATH ★

When your saddled horse loses all of its health, it enters a near-death state where you have a small window of opportunity to save it with a horse reviver. The time available for your intervention is increased at higher bonding levels. Horse revivers can be crafted, looted, or purchased at any stable for a moderate price, so we encourage you to always keep one in your satchel for emergency situations.

If your saddled horse dies, your saddle will remain on its body and will be marked on your radar (). It will stay there until you collect it – unless you enter a stable or start a mission, in which case the saddle is retrieved automatically. Note that horses exclusive to the pre-order, Special and Ultimate editions of the game are unique in that they respawn at the Valentine stable when they die.

TEMPORARY HORSES

You can have up to two active horses at any given time: a main horse () and a temporary horse ( ).

- ★ Your main horse is the one currently wearing your saddle.
- ★ A temporary horse is one with which you have reached bonding level 1 but has never worn your saddle. A main horse can also become a temporary horse if you transfer your saddle to a new mount.
- ★ Horses that you do not reach bonding level 1 with are not represented on your radar, and will not respond to your commands.

★ HORSE ITEMS ★

Many items can be used to restore a horse's stamina and health meters, or to replenish depleted cores.

HORSE ITEMS

ITEM	HEALTH	STAMINA	HEALTH CORE	STAMINA CORE
FOOD				
Horse Meal	-	-	100 + Gold for 1 day	100 + Gold for 1 day
Beets	-	-	62	62
Carrot	-	-	62	62
Hay Cube	-	-	62	62
Classic Oat Cakes	-	-	62	62
Wild Carrot (wild)	-	-	62	62
Celery	-	-	12	25
Corn	-	-	50	50
Apple	-	-	25	25
Peach	-	-	25	25
Pear	-	-	25	25
Ginseng	-	-	12	25
Oregano	-	-	25	12
Burdock Root (wild)	-	-	25	12
Wintergreen Berry (wild)	-	-	25	-
Bay Bolete (wild)	-	-	25	-
Chanterelles (wild)	-	-	25	-
Parasol Mushroom (wild)	-	-	25	-
Ram's Head Mushroom	-	-	25	-
Wild Mint	-	-	25	-
Blackberry (wild)	-	-	25	-
Raspberry (wild)	-	-	25	-
Creeping Thyme (wild)	-	-	25	-
Sage (wild)	-	-	-	25
Currant (wild)	-	-	-	25
Wild Feverfew	-	-	-	25
Sugar Cube	-	-	-	25
Peppermint	-	-	-	12
English Mace (wild)	-	-	-	12
Common Bulrush (wild)	-	-	-	12
REMEDIES				
Horse Reviver	5	-	-	-
Special Horse Reviver	10	-	100 + Gold for 1 day	-
MEDICINE				
Opened	10	-	-	-
Regular	10 + Fortified for 2 hours	-	-	-
Potent	10 + Fortified for 4 hours	-	-	-
Special	10 + Fortified for 10 hours	-	-	-
STIMULANTS				
Opened	-	10	-	-
Regular	-	10 + Fortified for 2 hours	-	-
Potent	-	10 + Fortified for 4 hours	-	-
Special	-	10 + Fortified for 10 hours	-	-
GROOMING				
Horse Ointment	-	-	50	100 + Gold for 1 day
Horse Care Package	-	-	100 + Gold for 1 day	100 + Gold for 1 day

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TRANSPORTATION

The ability to abbreviate certain journeys can be a welcome feature when you are engaged in travel-intensive activities, such as treasure hunting or resource gathering. There are three methods that enable you to move directly to a specific destination: fast travel, trains, and stagecoaches.

★ ★ ★ ★ ★

FAST TRAVEL

After you upgrade your lodging at the Van der Linde camp via the ledger (see page 143), a map appears on the side of Arthur's wagon (or inside his room at Shady Belle). If you examine it by holding △/Y, this opens a Fast Travel menu in which you can choose to jump to key locations (see accompanying list) on the proviso that you have visited them at least once before. When you select an entry, you will automatically arrive at the destination in question after a brief cutscene.

Possible Destinations:

- ★ Annesburg
- ★ Emerald Ranch
- ★ Lagras
- ★ Rhodes
- ★ Saint Denis
- ★ Strawberry
- ★ Valentine
- ★ Van Horn Trading Post
- ★ Blackwater*

TRAINS

Trains are the most convenient way to travel quickly between towns. All you need to do is buy a ticket from a station, and you will reach your destination in a few seconds.

Served Stations:

- ★ Annesburg
- ★ Benedict Point
- ★ Emerald Ranch
- ★ Rhodes
- ★ Riggs Station
- ★ Saint Denis
- ★ Valentine
- ★ Wallace Station

STAGECOACH TAXIS

Much like trains, stagecoaches offer you a fast and convenient way to travel between towns. Interact with a stop sign or coach driver (✚), buy a ticket to the destination of your choice and you will be transported there after a brief cutscene.

Served Stations:

- ★ Annesburg
- ★ Armadillo*
- ★ Blackwater
- ★ Emerald Station
- ★ MacFarlane's Ranch*
- ★ Rhodes
- ★ Saint Denis
- ★ Strawberry
- ★ Tumbleweed*
- ★ Valentine
- ★ Van Horn Trading Post

* From Epilogue 1 onward

SAINT DENIS TROLLEY

While in Saint Denis, you can always feel free to hop aboard trolleys as they move around the town. While this is a nice way to take in the sights, it's not really practical as a means of getting from A to B – you will be faster on foot.

CAMP

Through most of the adventure you will have access to a camp where the Van der Linde gang is based. This location is a starting point for various missions, as well as assorted services, amenities and optional events.

CAMP & GANG MORALE

You can improve gang morale via the following methods:

- ★ Donating money and items at the tithing box, next to the ledger, as well as by hunting and delivering game to Pearson to help keep everyone sufficiently fed.
- ★ Partaking in chores. These are simple activities that you can complete as and when you see fit. The work available depends on your current camp.
  - Chopping wood
  - Taking hay bales to feeding points for horses
  - Taking grain sacks to Pearson's wagon
  - Emptying/filling water buckets
- ★ Purchasing the lodging upgrades via the ledger interface, particularly Dutch's lodging (tier 2) and everyone else's tent (tier 4).
- ★ Completing item requests to help fellow gang members.

Contributing in these ways helps to keep the camp well supplied and happy, which in turn results in a number of benefits. Most notably, you will find more items that you can periodically pick up for free at the three supply stations: provisions at **Pearson's wagon**, ammunition and arms at **Arthur's wagon**, and health supplies at **Strauss's wagon**. You will also notice a better overall mood in the camp, with fellow gang members complaining less – and donating more to its upkeep.

CAMP UPGRADES

After completing an early mission for Leopold Strauss, you will be able to upgrade various features of the camp itself via the ledger outside Dutch's tent. These upgrades require fairly substantial financial investments, but they lead to significant benefits – such as unlocking the Fast Travel feature, or improving the range and quality of the free supplies that you can claim when you visit. To increase the camp funds required to purchase such upgrades, you can contribute directly by making donations via the tithing box close to the ledger.

This section reveals all possible upgrades and their attendant costs.

LEDGER: SUPPLY UPGRADES

TIER	HEALTH SUPPLIES	COST	RESTOCK	PROVISIONS	COST	RESTOCK	AMMUNITION AND ARMS	COST	RESTOCK
1	Gin, Bitters, Health Cure	-	$15	Bread Roll, Crackers, Cheese, Assorted Biscuits	-	$15	Pistol Cartridges – Regular, Revolver Cartridges – Regular	-	$8
2	Snake Oil, Stimulants, Potent Bitters	$30	$25	Canned Vegetable, Pears, Apples, Assorted Salted Offal	$30	$25	Repeater Cartridges – Regular, Arrowheads	$60	$10
3	Kentucky Bourbon, Miracle Tonic, Guarma Rum	$50	$45	Canned Salmon, Canned Fruit, Chewing Tobacco	$45	$40	Throwing Knives, Shotgun Shells – Regular, Rifle Cartridges – Regular	$90	$15
4	Potent Miracle Tonic, Potent Health Cure	$75	$75	Cocaine Gum, Candy	$55	$50	Fire Bottles, High Velocity Repeater Cartridges	$110	$20

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CAMP UPGRADES (CONTINUED)

LEDGER: STRUCTURAL UPGRADES

NAME	NOTES	COST
Lodging Tier 1 (Bare-Bone Shelter)	Available by default	
Lodging Tier 2 (First Things First)	Encourages other gang members to donate more	$220
Lodging Tier 3 (Next in Line)	Unlocks fast travel (via the map at Arthur's lodging), and adds cigarettes and hair pomade	$325
Lodging Tier 4 (For Everyone!)	Improves the mood of other gang members, reduces the rate at which they consume supplies, and encourages them to donate even more	$300
Horse Station	Adds hitching points and enables you to retrieve horses from the stables or recall your main horse to camp	$300
Chicken Coop	Adds eggs to the camp stews cooked by Pearson, which makes them more nutritious	$175
Leather Working Tools	Unlocks additional crafting options for Pearson	$225
Camp Boat	*Clemens Point and Shady Belle camps only:* Provides access to a boat to cross bodies of water and reach fishing spots	$450

PEARSON: SATCHEL CRAFTING UPGRADES*

UPGRADE	REQUIREMENTS	INGREDIENTS
Tonics Satchel	Tier-3 medicine/health supplies ledger upgrade	Perfect Deer Pelt, Perfect Buck Pelt, Perfect Elk Pelt
Ingredients Satchel	Donate five animal carcasses to Pearson	Perfect Deer Pelt, Perfect Badger Pelt, Perfect Squirrel Pelt
Kit Satchel	Donate three valuables at the tithing box, next to the ledger	Perfect Deer Pelt, Perfect Elk Pelt, Perfect Panther Pelt
Provisions Satchel	Tier-3 provision ledger upgrade	Perfect Deer Pelt, Perfect Bison Pelt, Perfect Raccoon Pelt
Materials Satchel	Craft three recipes at a campfire	Perfect Deer Pelt, Perfect Boar Pelt, Perfect Iguana Skin
Valuables Satchel	Donate $50 at the tithing box, next to the ledger	Perfect Deer Pelt, Perfect Beaver Pelt, Perfect Rabbit Pelt
Legend of the East Satchel	Complete all other satchel upgrades	Perfect Deer Pelt, Perfect Cougar Pelt, Perfect Wolf Pelt

* All satchel upgrades require the "leather working tools" ledger upgrade.

PEARSON: OTHER CRAFTING UPGRADES

CATEGORY	UPGRADE	INGREDIENTS
Camp Entrance	Buck Skull	Perfect Buck Carcass
	Fur Horse Blankets	Perfect Coyote Pelt x2, Perfect Bison Pelt
Arthur's Lodging	Alligator Skull	Perfect Alligator Skin
	Big Horn Ram Skull	Perfect Ram Carcass
	Cougar Pelt Covered Chest	Perfect Cougar Pelt x2
	Boar Skin Table Cover	Perfect Boar Pelt
	Ox Hide Rug	Perfect Ox Hide x2
John's Lodging	Boar Skin Rug	Perfect Boar Pelt x4
Camp Tables	Pronghorn Leather Table Tops	Perfect Pronghorn Hide x2
Chuckwagon	Pronghorn Skull	Perfect Pronghorn Carcass
Main Campfire	Moose Antlers	Moose Antler
	Wolf Skull	Perfect Wolf Carcass
	Snake Skin Banjo Head	Perfect Snake Skin x2
	Campfire Seat Cover	Perfect Beaver Pelt, Perfect Muskrat Pelt, Perfect Fox Pelt
	Campfire Log Seat Cover	Perfect Wolf Pelt x2
Scout Campfire	Scout Fire Ground Cover	Perfect Goat Hide x2
	Elk Antlers	Elk Antlers
	Hanging Bones	Buck Antlers

COMPANIONS

As you walk around in camp, you will regularly get to experience all sorts of interactions with your fellow gang members. These can range from colorful discussions and anecdotes shared, to information regarding an upcoming or ongoing mission.

Your companions will also occasionally make specific requests, or invite you to partake in an activity with them.

ITEM REQUESTS

Throughout the adventure, fellow gang members will sometimes ask you to bring them an object they need. Completing these mini-assignments will enable you to learn more about these characters. You will also obtain assorted rewards, either immediately or at your lodging on a subsequent visit to camp.

AVAILABILITY	TIME OF DAY	COMPANION	REQUEST	ITEM LOCATION	REWARD
Chapter 2	8am-8pm	**ABIGAIL**	$5	Your savings	Honor
Chapters 2, 3, 4	8am-8pm	**BILL**	Hair Pomade	Common collectible; sold in general stores	Repeater Cartridges
Chapters 2, 3, 4	8am-8pm	**CHARLES**	Moonshine	Common collectible; sold in fence shops	Fire Arrows
Chapters 2, 3, 4	8am-8pm	**CHARLES**	Oleander	Common collectible	Poison Arrows
Epilogue 2	8am-8pm	**CHARLES**	Eagle Feather	Hunting	Horse Reviver
Chapters 2, 3, 4	8am-8pm	**DUTCH**	Pipe	On a desk inside the Vetter's Echo shack (west of Wallace Station, near the west edge of the world map)	Spurs
Chapters 2, 3, 4 (pick up *The Deceitful German* near Hosea)	8am-8pm (if Hosea sees you reading)	**HOSEA**	*Shrew in The Fog* (book)	On a coffee table inside a house in the Bayou (northwest of Saint Denis)	Predator Bait
Chapter 3	8am-8pm	**HOSEA**	American Ginseng x2	Common collectible	Potent Medicine
Chapter 2	8am-8pm	**JACK**	Abigail's Thimble	Looted from characters once the item request is active	Drawing from Jack
Chapter 2 (complete "A Fisher of Men")	8am-8pm	**JACK**	Penny Dreadful Comic Book	Five possible locations: • Osman Grove, on a nightstand in the shack (east of Emerald Ranch) • Clawson's Rest, on a nightstand in the shack (northwest of Valentine) • Pleasance, on a table in the abandoned schoolhouse (northeast of Eris Field) • Downes Ranch, on a nightstand in the house (east of Wallace Station) • Lake Don Julio, on a nightstand in the shack (southeast of Armadillo)	Chocolate Bar
Chapter 2	8am-8pm	**JAVIER**	Oleander	Common collectible	Poisoned Throwing Knives
Chapter 3	12pm-6pm	**KIERAN**	Burdock Root x2	Common collectible	Horse Medicine
Chapters 2, 3, 4	8pm-3am	**LENNY**	Pocket Watch	Vetter's Echo, on a desk in the shack (west of Wallace Station, near the west edge of the world map)	Dynamite
Chapter 2	8am-8pm	**MARY-BETH**	Fountain Pen	Osman Grove, inside a drawer in the cabin (east of Emerald Ranch)	Ring
Chapter 3	8am-8pm	**MOLLY**	Pocket Mirror	Martha's Swain, on a nightstand in the cabin (east of Three Sisters)	Cigar
Chapters 2, 3, 4	8am-12pm	**PEARSON**	Rabbit	Hunting	Nutritious Stew
Chapter 2 (when playing poker)	8am-2pm	**PEARSON**	Naval Compass	Braithwaite Manor, in the boathouse	Rum
Chapters 3 & 4 (complete "Further Questions of Female Suffrage")	8am-8pm	**SADIE**	Harmonica	Grangers Hoggery, on a cupboard inside a shack east of Flatneck Station	Gun Oil
Chapters 2, 3	12pm-6pm	**SEAN**	Kentucky Bourbon	Common collectible; sold in general stores	Fire Bottle
Chapters 2, 3, 4	8am-8pm	**SUSAN**	Oregano x2	Common collectible	Potent Miracle Tonic
Chapter 2 (when playing dominoes)	8am-8pm	**TILLY**	Necklace	Looted from various lock boxes	Medicine x2
Epilogue 2	8am-8pm	**UNCLE**	Medicinal Cream	Crafting (Milkweed, Kentucky Bourbon, Peppermint, Pomade, Stringy Meat: all common collectibles)	Clothes

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COMPANION ACTIVITIES

Fellow gang members will regularly invite you to join them in all sorts of activities, from table games to robberies. These activities are contextual and time-sensitive: you can only complete them at specific moments in the storyline. The following table lists them in chronological order. Note that these activities do not always trigger immediately, or they may only be available at certain hours. Returning to camp frequently and interacting with your companions is the best way to ensure you won't miss any.

COMPANION ACTIVITY LIST

AVAILABILITY	COMPANION	ACTIVITY	NOTES
Chapter 2: Horseshoe Overlook Camp	VARIES	Dominoes, Poker	For more information on table games, see page 220
	LENNY	Five Finger Fillet	For more information on table games, see page 222
	JAVIER	Home Robbery	Walkthrough on page 182
	CHARLES	Hunting	Free opportunity to skin a bison, then to loot a camp where the poison throwing knife pamphlet is found; also available during Chapter 3
Chapter 3: Clemens Point Camp	SEAN	Coach Robbery	Walkthrough on page 183
	BILL	Coach Robbery	Walkthrough on page 183
	TILLY	Dominoes	For more information on table games, see page 222
	JAVIER	Fishing	Discovery of a legendary fish spot
	KIERAN	Fishing	Discovery of a legendary fish spot
	MICAH	Five Finger Fillet	For more information on table games, see page 222
	JAVIER	Home Robbery	Walkthrough on page 182
Chapter 4: Shady Belle Camp	CHARLES	Bank Robbery	Walkthrough on page 183 (exclusive to the Special/Ultimate Editions of the game)
	MICAH	Coach Robbery	Walkthrough on page 183
	LENNY	Coach Robbery	Walkthrough on page 183
	PEARSON	Hunting	Introduction to crayfish holes and gator eggs
	UNCLE	Rustling	Fun assignment where you team up with Uncle to steal a herd of cows

HUNTING

As you explore the world of *Red Dead Redemption 2* you will encounter animals that can be hunted for their meat, hides, and other useful materials. An engrossing activity in and of itself, hunting is also required to complete many other objectives.

- ★ You can cook and eat many types of meat when you rest at a campfire. Consuming food is one of the most convenient ways to maintain your attribute cores (see page 166 for details).
- ★ You can donate animal parts and carcasses to Pearson to feed the camp and to unlock various upgrades.
- ★ Many animal parts can be sold at butchers, general stores, trapper shops, and donated to the camp.
- ★ Some body parts, such as teeth and claws from legendary animals, have mysterious powers when crafted into talismans and trinkets – see page 313.
- ★ Skinning animals will help you to unlock ranks in the Master Hunter set of challenges (see page 173).

You can find an introduction to the basics of hunting in our Primer chapter (see page 22). This section here offers a more in-depth analysis of the system.

★ ANIMAL QUALITY & KILL QUALITY ★

The animal parts you obtain when hunting game depend on two factors that might not be immediately apparent.

Every animal in the game has a "quality" that broadly reflects its physical condition. For example, you would naturally expect a healthy deer in the prime of its life to have a better pelt than a skinny, ailing specimen – and this is exactly what happens in the game.

Secondly, the manner in which you kill an animal also influences your hunting spoils. The pelt of a wolf riddled with holes by a shotgun blast, for instance, will yield less meat and have a lower dollar value than one where you dispatch the creature with a clean headshot.

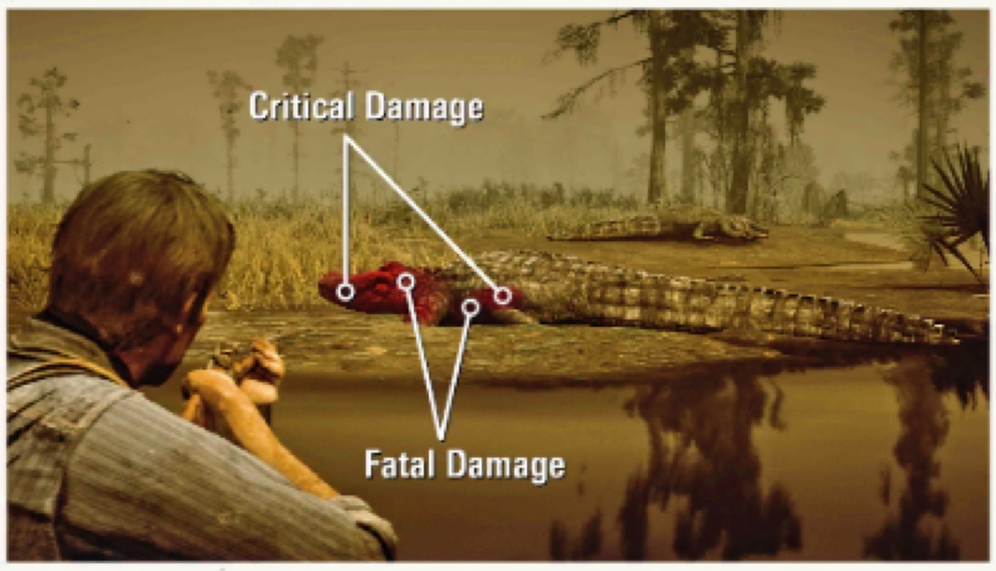
These two concepts – *animal quality* and *kill quality* – determine the nature of the parts you retrieve while skinning a creature.

ANIMAL QUALITY

You can discover the quality of each animal by focusing on it (hold L2/LT) while in close proximity, or through a scope or binoculars at range. Hold R1/RB to study it; once the circular gauge is full, you can press the button again to show the animal's information.

An animal's quality is revealed both in the "info" window and by the number of stars next to the creature's name when you study it or focus on it while in close proximity (★ = Poor; ★ = Good; ★ = Pristine).

KILL QUALITY



The quality of a kill is determined by two factors: what body part you hit, and which weapon you use.

★ **Body Parts** – The damage you deal depends on the body part that you hit. You are probably accustomed to the gaming concept whereby headshots always cause an instant kill. The same broadly applies in *Red Dead Redemption 2*, though the overall system is rather more nuanced.

- **Fatal damage** is inflicted when you hit vital organs. If an arrow or bullet strikes one of these regions, the target dies instantly – no matter how much health it has. For most animals, these body parts are the brain and the heart. They tend to be small so your aiming skills will need to be flawless to hit them. Once your Dead Eye ability reaches rank 4 (which happens during "Fleeting Joy" in Chapter 5), organs susceptible to fatal damage appear in red when your reticle is close to them. This is precious information whenever you are hunting strong or resilient beasts as it enables you to perform one-shot kills. However, you also need to take one additional factor in consideration: penetration. If you aim at the brain of a bison from the front, for example, your arrow or bullet can only reach the organ if it can penetrate the skull. This is where specialized weapons (such as scoped rifles) and ammunition (such as high velocity cartridges) can make a difference. Aiming from different angles can also greatly help to avoid large bones or other body parts in the way.
- **Critical damage** is inflicted when you hit critical organs such as the lungs or the stomach. Once your Dead Eye ability reaches rank 5 (which happens during "Goodbye, Dear Friend" in Chapter 6), critical body parts appear in red when your reticle is close to them. Dealing critical damage is not necessarily lethal, but will cause the wound in question to bleed, greatly weakening the target. A critically-wounded animal might run away, but will often limp and eventually collapse. Both fatal and critical strikes consistently lead to clean, perfect kills when performed with the right weapon type.
- **Normal damage** is caused when you hit any other body parts.

★ **Optimal Weapons** – Depending on the size of the prey, there are certain types of weapon and ammunition that are better suited than others for a clean kill. We cover this topic in the next section.

SUMMARY

A high animal quality and clean kill leads to better hunting loot, both quantitatively (more items) and qualitatively (superior condition). The opposite, naturally, is also true.

If you are looking for a perfect-grade animal part, you will need to hunt an animal in pristine condition, and to dispatch it with a clean, perfect kill with a suitable weapon and ammunition.

ANIMAL PARTS: AWARD PROCESS		KILL QUALITY		
		POOR	GOOD	PERFECT
ANIMAL QUALITY	★☆☆	Poor	Poor	Poor
	★★☆	Poor	Good	Good
	★★★	Poor	Good	Perfect

You can find a list of all animals and the parts they yield once skinned, along with details on their habitats, over the pages that follow.

★ ANIMAL SIZE & OPTIMAL WEAPONS ★

Depending on the size of your current prey, you need to choose the weapon you use wisely if you wish to secure a perfect kill. There is at least one optimal weapon type for each size category. The table below details those categories; the table that follows overleaf documents weapon suitability.

ANIMAL SIZE GROUPS

SIZE CATEGORY	ANIMALS
Small	**Reptiles:** Bullfrog, Toad, Snake **Birds:** Blue Jay, Cardinal, Waxwing, Crow, Oriole, Pigeon, Robin, Songbird, Sparrow, Woodpecker, Carolina Parakeet, Chicken, Duck, Loon, Parrot, Pheasant, Quail, Raven, Booby, Rooster, Gull **Mammals:** Bat, Squirrel, Rat, Chipmunk
Moderate	**Birds:** Eagle, Crane, Cormorant, Egret, Hawk, Heron, Owl, Pelican, Spoonbill, Turkey, Vulture, Condor, Goose **Reptiles:** Iguana, Gila Monster **Mammals:** Rabbit, Armadillo, Badger, Muskrat, Possum, Raccoon, Skunk
Medium	**Mammals:** Coyote, Fox, Pig, Beaver
Large	**Mammals:** Boar, Buck, Cougar, Panther, Big Horn Ram, Wolf, Deer, Pronghorn, Goat, Sheep, Peccary **Reptiles:** Alligator (Small), Turtle
Massive	**Mammals:** Bear, Bison, Bull, Elk, Moose, Ox, Cow **Reptiles:** Alligator

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WEAPON EFFICIENCY PER SIZE

ANIMAL SIZE		SMALL	MODERATE	MEDIUM		LARGE		MASSIVE	
WEAPON	AMMUNITION	FATAL HIT	FATAL HIT	NORMAL HIT	CRITICAL & FATAL HIT	NORMAL HIT	CRITICAL & FATAL HIT	NORMAL HIT	CRITICAL & FATAL HIT
BOW	Arrow	Poor	Good	Good	Perfect	Good	Perfect	-	-
	Small Game Arrow	Perfect	-	-	-	-	-	-	-
	Poison Arrow	Poor	Good	Good	Perfect	Good	Perfect	Good	Perfect
	Improved Arrow	Poor	Poor	Good	Good	Good	Good	-	Perfect
	Fire Arrow	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
	Dynamite Arrow	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
THROWABLE	Throwing Knife	Poor	Good	Good	Perfect	-	-	-	-
	Poison Throwing Knife	Poor	Good	Good	Perfect	Good	Perfect	Good	Perfect
	Tomahawk	Poor	Poor	Poor	Poor	-	Poor	-	Poor
VARMINT RIFLE	0.22	Good	Perfect	-	-	-	-	-	-
PISTOL	Regular	Poor	Good	Good	Good	-	-	-	-
	Split Point	Poor	Good	Good	Good	-	-	-	-
	High Velocity	Poor	Good	Good	Good	-	-	-	-
	Express	Poor	Good	Good	Good	-	-	-	-
	Explosive	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
REVOLVER	Regular	Poor	Good	Good	Good	-	-	-	-
	Split Point	Poor	Good	Good	Good	-	-	-	-
	High Velocity	Poor	Good	Good	Good	-	-	-	-
	Express	Poor	Good	Good	Good	-	-	-	-
	Explosive	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
REPEATER	Regular	Poor	Good	Good	Perfect	-	-	-	-
	Split Point	Poor	Good	Good	Perfect	-	-	-	-
	High Velocity	Poor	Good	Good	Perfect	-	-	-	-
	Express	Poor	Good	Good	Perfect	-	-	-	-
	Explosive	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
RIFLE	Regular	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Split Point	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	High Velocity	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Express	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Explosive	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
SNIPER RIFLE	Regular	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Split Point	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	High Velocity	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Express	Poor	Poor	Good	Perfect	Good	Perfect	Good	Perfect
	Explosive	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
SHOTGUN	Buck Shot	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
	Incendiary	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
	Slug	Poor	Poor	Poor	Poor	Good	Good	Good	Perfect
	Explosive Slug	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor

The carcasses of moderate, medium, and large animals can be skinned, picked up, dropped, and stowed or removed from horseback. Massive animals can only be skinned; their carcasses cannot be transported.

You can load your horse up with pelts and carcasses that you collect, as long as you remain within the following limits:

★ The carcass of one medium or large animal, or the pelt of one massive animal, across the back of your horse.

★ The carcasses of two moderate animals hooked on either side of your horse.

★ Multiple pelts of large, medium and moderate animals draped over the back of your horse.

★ Note that all small animal parts are stored directly in your satchel.

★ ANIMAL PARTS & HABITAT ★

Each animal species can be found in specific habitats. When searching for a particular type of animal, visiting the appropriate territories will give you the best chance to encounter the creatures you seek. Once you are in the correct location, remember that there are two items that you can craft, find, or purchase to help in the process of hunting. Bait will attract wild animals, and cover scents make it harder for animals to detect your presence through smell.

Note that the sell prices that we reveal over the following pages are base values. These can be affected by certain modifiers:

- ★ Parts from animals that are rare in a region (for example, alligator parts in Valentine) can be sold for **25% more** than in a region where they're common.
- ★ Carcasses of skinned animals are worth **50% less** than when the animals are unskinned.
- ★ Owners of the Special/Ultimate Edition of the game can sell animal parts for **10% more**.

ALLIGATOR

Animal Part	Sell Price ($)
Perfect Alligator Skin	3.50
Good Alligator Skin	2.10
Poor Alligator Skin	1.40
Big Game Meat	0.75
Alligator Tooth	0.40
Perfect Alligator Carcass	6.50
Good Alligator Carcass	3.90
Poor Alligator Carcass	2.60
Legendary Alligator Skin	50.00
Legendary Alligator Tooth	-

ARMADILLO

Animal Part	Sell Price ($)
Perfect Armadillo Skin	1.10
Good Armadillo Skin	0.66
Poor Armadillo Skin	0.44
Stringy Meat	0.25
Perfect Armadillo Carcass	2.50
Good Armadillo Carcass	1.50
Poor Armadillo Carcass	1.00

BADGER

Animal Part	Sell Price ($)
Perfect Badger Pelt	1.25
Good Badger Pelt	0.75
Poor Badger Pelt	0.50
Stringy Meat	0.25
Badger Claw	0.25
Perfect Badger Carcass	3.00
Good Badger Carcass	1.80
Poor Badger Carcass	1.20

BAT

Animal Part	Sell Price ($)
Stringy Meat	0.25
Bat Wing	0.15
Perfect Bat Carcass	0.75
Good Bat Carcass	0.45
Poor Bat Carcass	0.30

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BEAR

BEAVER

BISON

BLACK BEAR

BLUE JAY

BOAR

Animal Part	Sell Price
Perfect Bear Fur	7.50
Good Bear Fur	4.50
Poor Bear Fur	3.00
Animal Fat	0.25
Bear Claw	1.50
Big Game Meat	0.75
Legendary Bear Pelt	60.00
Legendary Bear Claw	-

Animal Part	Sell Price
Perfect Beaver Fur	2.50
Good Beaver Fur	1.50
Poor Beaver Fur	1.00
Animal Fat	0.25
Scent Glands	0.25
Stringy Meat	0.25
Perfect Beaver Carcass	5.25
Good Beaver Carcass	3.15
Poor Beaver Carcass	2.10
Legendary Beaver Pelt	18.00
Legendary Beaver Tooth	-
Legendary Beaver Carcass	19.00

Animal Part	Sell Price
Perfect Bison Fur	5.00
Good Bison Fur	3.00
Poor Bison Fur	2.00
Bison Horns	0.75
Prime Beef	0.60
Legendary Tatanka Bison Pelt	32.50
Legendary Tatanka Bison Horn	-
Legendary White Bison Pelt	32.50
Legendary Bison Horn	-

Animal Part	Sell Price
Perfect Black Bear Fur	3.50
Good Black Bear Fur	2.10
Poor Black Bear Fur	1.40
Animal Fat	0.25
Black Bear Claw	0.60
Big Game Meat	0.75

Animal Part	Sell Price
Blue Jay Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Blue Jay Carcass	1.00
Good Blue Jay Carcass	0.60
Poor Blue Jay Carcass	0.40

Animal Part	Sell Price
Perfect Boar Skin	2.10
Good Boar Skin	1.26
Poor Boar Skin	0.84
Boar Tusks	0.45
Animal Fat	0.25
Tender Pork Loin	0.60
Legendary Boar Pelt	22.00
Legendary Boar Tusk	-

BOOBY

BUCK

BULL

BULLFROG

CARDINAL

CHICKEN*

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Animal Part	Sell Price
Booby Feather	0.45
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Booby Carcass	1.25
Good Booby Carcass	0.75
Poor Booby Carcass	0.50

Animal Part	Sell Price
Perfect Buck Fur	3.25
Good Buck Fur	1.95
Poor Buck Fur	1.30
Buck Antlers	1.05
Mature Venison	0.60
Perfect Buck Carcass	10.00
Good Buck Carcass	6.00
Poor Buck Carcass	4.00
Legendary Buck Pelt	29.00
Legendary Buck Antler	-
Legendary Buck Carcass	31.50

Animal Part	Sell Price
Perfect Bull Hide	3.50
Good Bull Hide	2.10
Poor Bull Hide	1.40
Bull Horns	0.45
Prime Beef	0.60

Animal Part	Sell Price
Herptile Meat	0.25
Perfect Bullfrog Carcass	0.50
Good Bullfrog Carcass	0.30
Poor Bullfrog Carcass	0.20

Animal Part	Sell Price
Cardinal Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Cardinal Carcass	1.00
Good Cardinal Carcass	0.60
Poor Cardinal Carcass	0.40

Animal Part	Sell Price
Chicken Feather	0.30
Plump Bird Meat	0.40
Perfect Chicken Carcass	1.75
Good Chicken Carcass	1.05
Poor Chicken Carcass	0.70

* Including Prairie Chicken

CHIPMUNK

CONDOR

CORMORANT

COUGAR

COW

COYOTE

Animal Part	Sell Price
Stringy Meat	0.25
Perfect Chipmunk Carcass	0.50
Good Chipmunk Carcass	0.30
Poor Chipmunk Carcass	0.20

Animal Part	Sell Price
Condor Feather	1.50
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Condor Carcass	3.25
Good Condor Carcass	1.95
Poor Condor Carcass	1.30

Animal Part	Sell Price
Cormorant Feather	1.20
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Cormorant Carcass	2.75
Good Cormorant Carcass	1.65
Poor Cormorant Carcass	1.10

Animal Part	Sell Price
Perfect Cougar Fur	5.00
Good Cougar Fur	3.00
Poor Cougar Fur	2.00
Big Game Meat	0.75
Cougar Fang	0.50
Perfect Cougar Carcass	13.50
Good Cougar Carcass	8.10
Poor Cougar Carcass	5.40
Legendary Cougar Pelt	47.00
Legendary Cougar Fang	-
Legendary Cougar Carcass	50.00

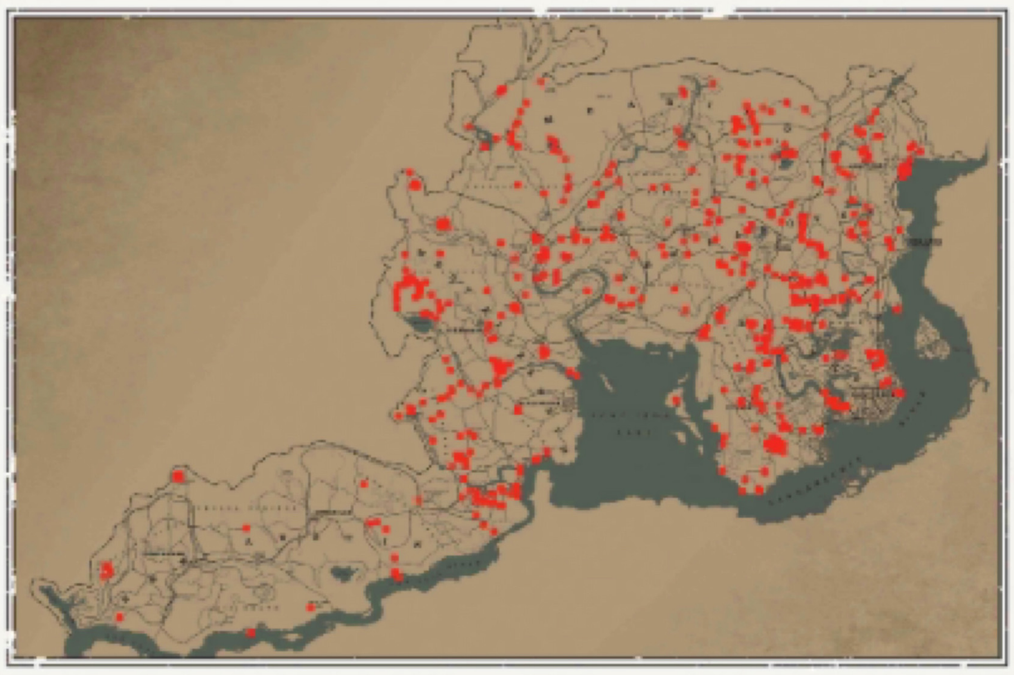
Animal Part	Sell Price
Perfect Cow Hide	2.50
Good Cow Hide	1.50
Poor Cow Hide	1.00
Prime Beef	0.60

Animal Part	Sell Price
Perfect Coyote Fur	1.50
Good Coyote Fur	0.90
Poor Coyote Fur	0.60
Stringy Meat	0.25
Perfect Coyote Carcass	3.50
Good Coyote Carcass	2.10
Poor Coyote Carcass	1.40
Legendary Coyote Pelt	22.00
Legendary Coyote Carcass	22.75
Legendary Coyote Fang	-

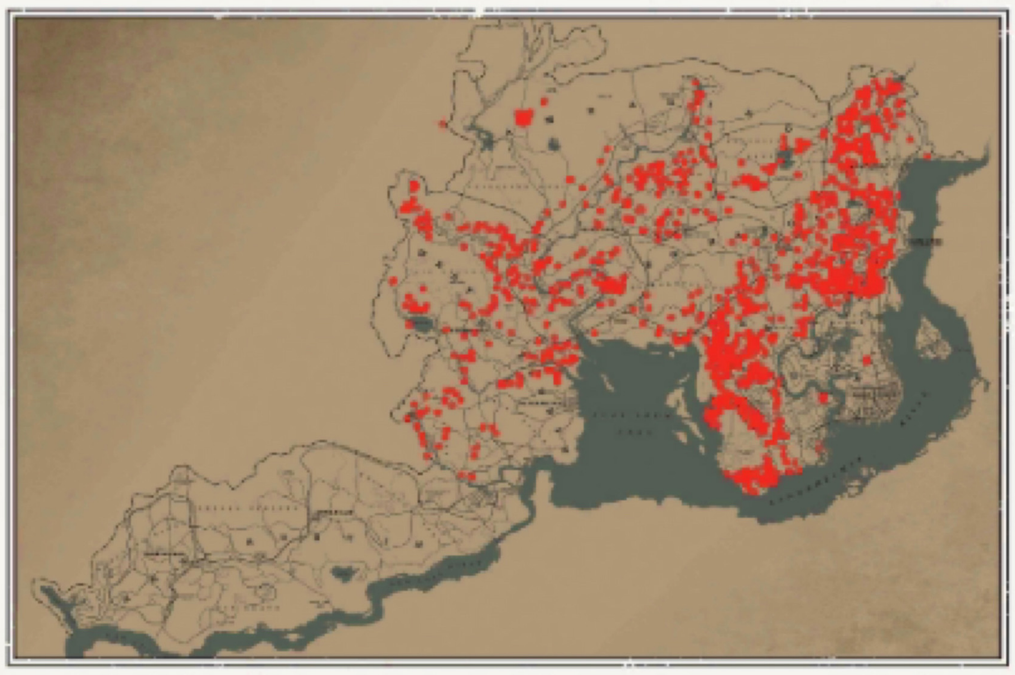
CRAB

CRANE

CROW



DEER



DUCK

EAGLE

Animal Part	Sell Price
Crustacean Meat	0.40
Perfect Crab Carcass	0.50
Good Crab Carcass	0.30
Poor Crab Carcass	0.20

Animal Part	Sell Price
Crane Feather	1.20
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Crane Carcass	2.75
Good Crane Carcass	1.65
Poor Crane Carcass	1.10

Animal Part	Sell Price
Crow Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Crow Carcass	1.00
Good Crow Carcass	0.60
Poor Crow Carcass	0.40

Animal Part	Sell Price
Perfect Deer Hide	2.25
Good Deer Hide	1.35
Poor Deer Hide	0.90
Mature Venison	0.60
Perfect Deer Carcass	7.00
Good Deer Carcass	4.20
Poor Deer Carcass	2.80

Animal Part	Sell Price
Duck Feathers	0.30
Flight Feather	0.15
Animal Fat	0.25
Game Meat	0.60
Perfect Duck Carcass	2.75
Good Duck Carcass	1.65
Poor Duck Carcass	1.10

Animal Part	Sell Price
Eagle Feather	1.50
Flight Feather	0.15
Eagle Talon	0.25
Gamey Bird Meat	0.25
Perfect Eagle Carcass	3.50
Good Eagle Carcass	2.10
Poor Eagle Carcass	1.40

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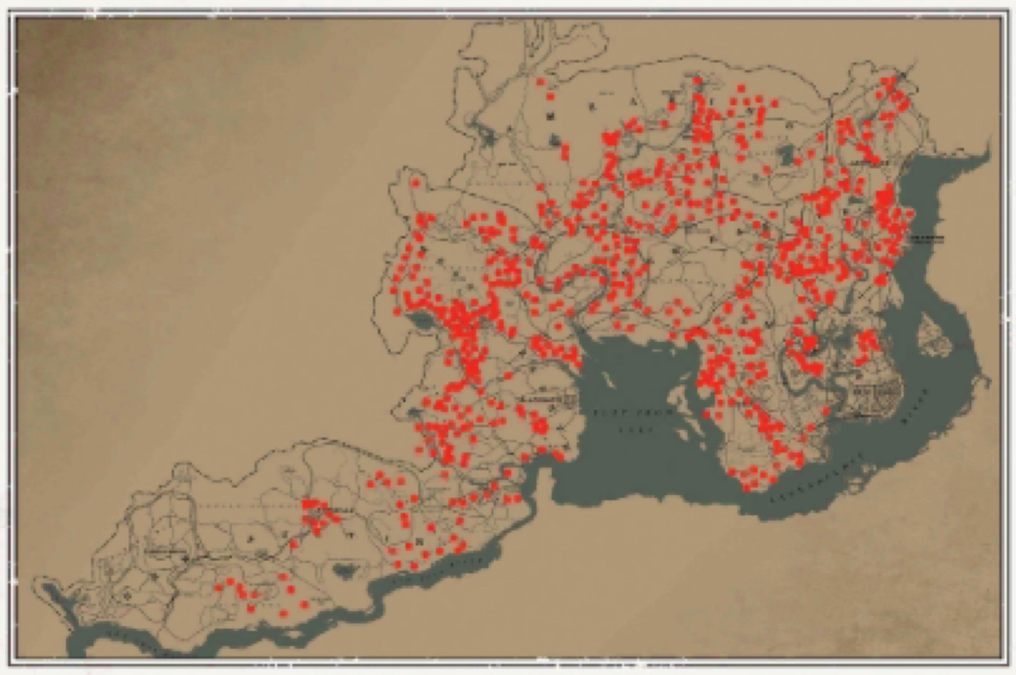
EGRET

ELK

FOX



GILA MONSTER

GOAT

GOOSE

Animal Part	Sell Price
Little Egret Plume	2.00
Reddish Egret Plume	1.75
Snowy Egret Plume	2.50
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Egret Carcass	3.50
Good Egret Carcass	2.10
Poor Egret Carcass	1.40

Animal Part	Sell Price
Perfect Elk Pelt	6.50
Good Elk Pelt	3.90
Poor Elk Pelt	2.60
Elk Antlers	1.35
Mature Venison	0.60
Legendary Elk Pelt	33.00
Legendary Elk Antler	-

Animal Part	Sell Price
Perfect Fox Fur	2.25
Good Fox Fur	1.35
Poor Fox Fur	0.90
Stringy Meat	0.25
Perfect Fox Carcass	4.50
Good Fox Carcass	2.70
Poor Fox Carcass	1.80
Legendary Fox Pelt	22.00
Legendary Fox Claw	-
Legendary Fox Carcass	22.75

Animal Part	Sell Price
Perfect Gila Skin	1.25
Good Gila Skin	0.75
Poor Gila Skin	0.50
Herptile Meat	0.25
Perfect Gila Carcass	2.75
Good Gila Carcass	1.65
Poor Gila Carcass	1.10

Animal Part	Sell Price
Perfect Goat Hair	2.00
Good Goat Hair	1.20
Poor Goat Hair	0.80
Gristly Mutton	0.40
Perfect Goat Carcass	4.75
Good Goat Carcass	2.85
Poor Goat Carcass	1.90

Animal Part	Sell Price
Goose Feather	0.45
Flight Feather	0.15
Animal Fat	0.25
Plump Bird Meat	0.40
Perfect Goose Carcass	2.50
Good Goose Carcass	1.50
Poor Goose Carcass	1.00

GULL

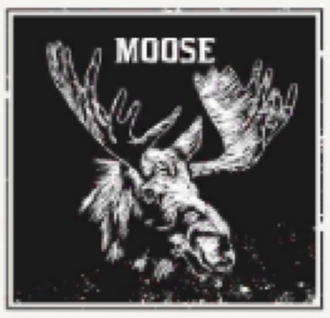
HAWK

HERON

IGUANA

LOON

MOOSE



Animal Part	Sell Price
Seagull Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Seagull Carcass	1.50
Good Seagull Carcass	0.90
Poor Seagull Carcass	0.60

Animal Part	Sell Price
Hawk Feather	1.50
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Hawk Carcass	3.25
Good Hawk Carcass	1.95
Poor Hawk Carcass	1.30

Animal Part	Sell Price
Heron Feather	1.50
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Heron Carcass	3.25
Good Heron Carcass	1.95
Poor Heron Carcass	1.30

Animal Part	Sell Price
Perfect Iguana Skin	1.15
Good Iguana Skin	0.69
Poor Iguana Skin	0.46
Herptile Meat	0.25
Perfect Iguana Carcass	2.50
Good Iguana Carcass	1.50
Poor Iguana Carcass	1.00

Animal Part	Sell Price
Loon Feather	1.20
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Loon Carcass	2.75
Good Loon Carcass	1.65
Poor Loon Carcass	1.10

Animal Part	Sell Price
Perfect Moose Fur	7.50
Good Moose Fur	4.50
Poor Moose Fur	3.00
Moose Antler	1.75
Mature Venision	0.60
Legendary Moose Pelt	35.00
Legendary Moose Antler	-

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MUSKRAT

OPOSSUM

ORIOLE

OWL

OXEN

PANTHER

Animal Part	Sell Price
Perfect Muskrat Fur	1.95
Good Muskrat Fur	1.17
Poor Muskrat	0.78
Stringy Meat	0.25
Scent Glands	0.25
Perfect Muskrat Carcass	4.00
Good Muskrat Carcass	2.40
Poor Muskrat Carcass	1.60

Animal Part	Sell Price
Perfect Opossum Fur	0.90
Good Opossum Fur	0.54
Poor Opossum Fur	0.36
Stringy Meat	0.25
Perfect Opossum Carcass	2.00
Good Opossum Carcass	1.20
Poor Opossum Carcass	0.80

Animal Part	Sell Price
Oriole Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Oriole Carcass	1.00
Good Oriole Carcass	0.60
Poor Oriole Carcass	0.40

Animal Part	Sell Price
Owl Feather	1.50
Flight Feather	0.25
Gamey Bird Meat	0.25
Perfect Owl Carcass	3.25
Good Owl Carcass	1.95
Poor Owl Carcass	1.30

Animal Part	Sell Price
Perfect Oxen Hide	3.50
Good Oxen Hide	2.10
Poor Oxen Hide	1.40
Oxen Horn	0.45
Prime Beef	0.60

Animal Part	Sell Price
Perfect Panther Fur	6.25
Good Panther Fur	3.75
Poor Panther Fur	2.50
Big Game Meat	0.75
Perfect Panther Carcass	14.00
Good Panther Carcass	8.40
Poor Panther Carcass	5.60
Legendary Panther Fur	52.00
Legendary Panther Carcass	55.00

PARAKEET

PARROT

PECCARY

PELICAN

PHEASANT

PIG

Animal Part	Sell Price
Parakeet Feather	1.50
Flight Feather	0.15
Exotic Bird Meat	0.60
Perfect Parakeet Carcass	3.50
Good Parakeet Carcass	2.10
Poor Parakeet Carcass	1.40

Animal Part	Sell Price
Parrot Feather	1.20
Flight Feather	0.15
Exotic Bird Meat	0.60
Perfect Parrot Carcass	3.75
Good Parrot Carcass	2.25
Poor Parrot Carcass	1.50

Animal Part	Sell Price
Perfect Peccary Skin	1.40
Good Peccary Skin	0.84
Poor Peccary Skin	0.56
Animal Fat	0.25
Tender Pork Loin	0.60

Animal Part	Sell Price
Pelican Feather	1.20
Flight Feather	0.15
Exotic Bird Meat	0.60
Perfect Pelican Carcass	3.75
Good Pelican Carcass	2.25
Poor Pelican Carcass	1.50

Animal Part	Sell Price
Pheasant Feather	0.45
Flight Feather	0.15
Animal Fat	0.25
Game Meat	0.60
Perfect Pheasant Carcass	3.00
Good Pheasant Carcass	1.80
Poor Pheasant Carcass	1.20

Animal Part	Sell Price
Perfect Pig Skin	1.75
Good Pig Skin	1.05
Poor Pig Skin	0.70
Tender Pork Loin	0.60
Perfect Pig Carcass	5.75
Good Pig Carcass	3.45
Poor Pig Carcass	2.30

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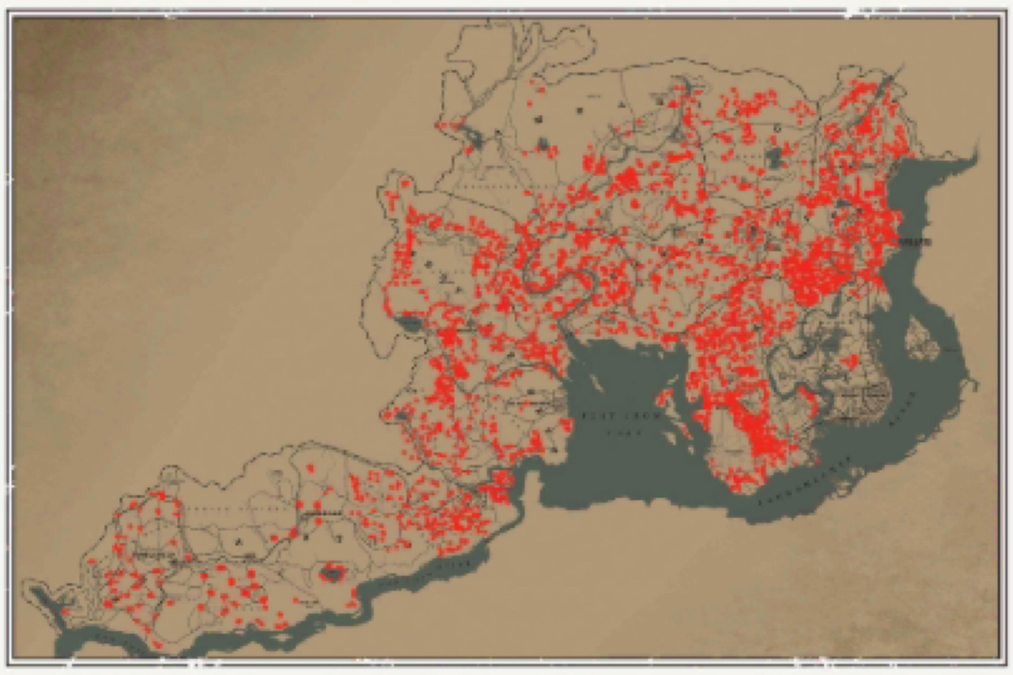
PIGEON

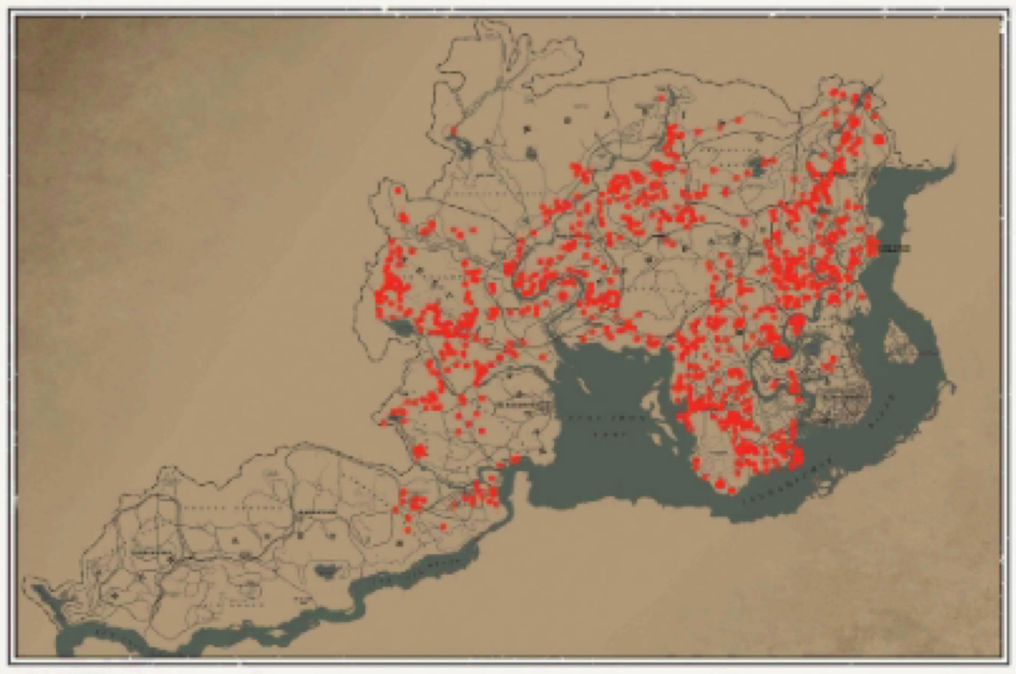
PRONGHORN

QUAIL

RABBIT



RACOON



RAM

Animal Part	Sell Price
Pigeon Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Pigeon Carcass	1.00
Good Pigeon Carcass	0.60
Poor Pigeon Carcass	0.40

Animal Part	Sell Price
Perfect Pronghorn Fur	2.00
Good Pronghorn Fur	1.20
Poor Pronghorn Fur	0.80
Mature Venison	0.60
Perfect Pronghorn Carcass	6.50
Good Pronghorn Carcass	3.90
Poor Pronghorn Carcass	2.60
Legendary Pronghorn Hide	24.00
Legendary Pronghorn Claw	-
Legendary Pronghorn Carcass	26.50

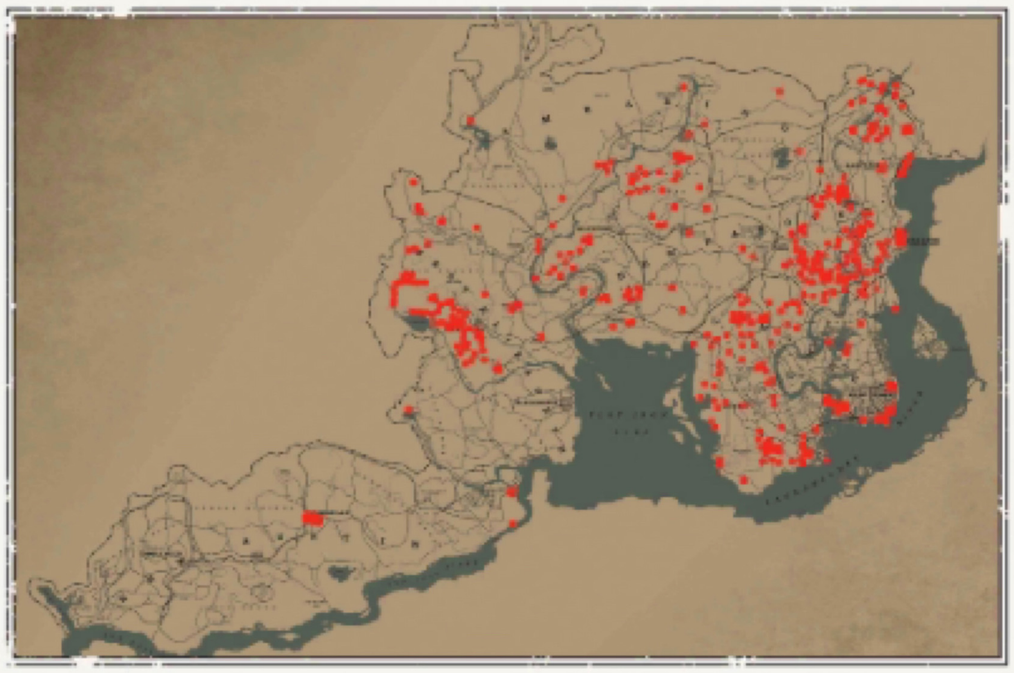
Animal Part	Sell Price
Quail Feather	0.45
Flight Feather	0.15
Gamey Bird Meat	0.60
Perfect Quail Carcass	2.75
Good Quail Carcass	1.65
Poor Quail Carcass	1.10

Animal Part	Sell Price
Perfect Rabbit Pelt	1.15
Good Rabbit Pelt	0.69
Poor Rabbit Pelt	0.46
Game Meat	0.60
Perfect Rabbit Carcass	3.50
Good Rabbit Carcass	2.10
Poor Rabbit Carcass	1.40

Animal Part	Sell Price
Perfect Raccoon Fur	1.20
Good Raccoon Fur	0.72
Poor Raccoon Fur	0.48
Stringy Meat	0.25
Perfect Raccoon Carcass	2.50
Good Raccoon Carcass	1.50
Poor Raccoon Carcass	1.00

Animal Part	Sell Price
Perfect Ram Hide	2.75
Good Ram Hide	1.65
Poor Ram Hide	1.10
Bighorn Horn	0.60
Gristly Mutton	0.40
Perfect Ram Carcass	7.50
Good Ram Carcass	4.50
Poor Ram Carcass	3.00
Legendary Ram Hide	27.00
Legendary Ram Horn	-
Legendary Bighorn Ram Carcass	28.50

RAT



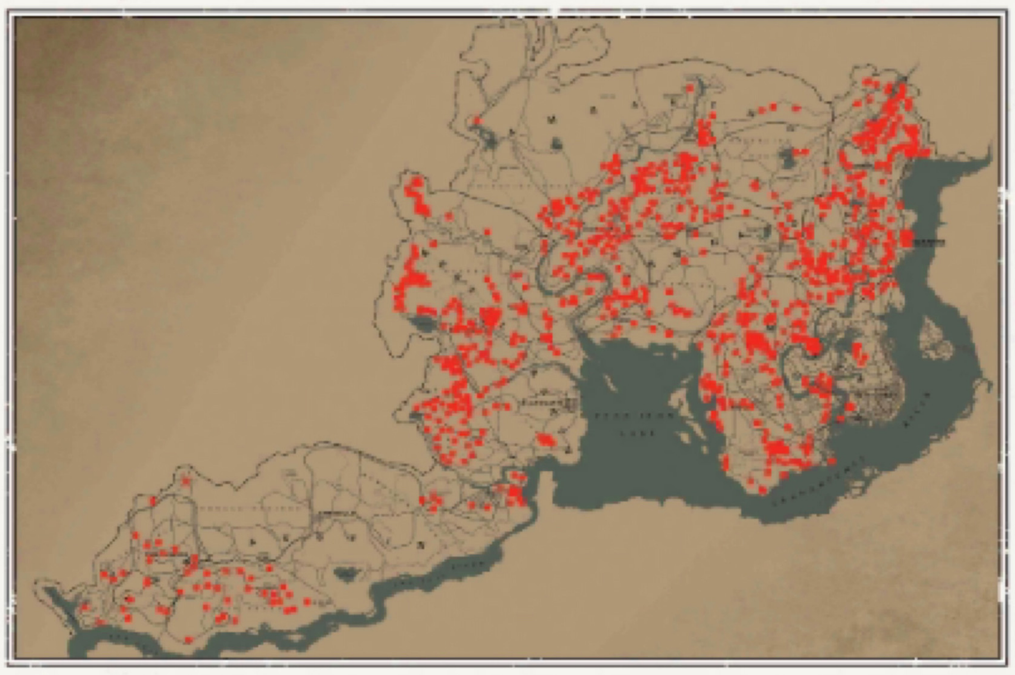
RAVEN

ROBIN

ROOSTER

SHEEP

SKUNK



Animal Part	Sell Price
Perfect Rat Pelt	0.25
Good Rat Pelt	0.15
Poor Rat Pelt	0.10
Stringy Meat	0.25
Perfect Rat Carcass	0.75
Good Rat Carcass	0.45
Poor Rat Carcass	0.30

Animal Part	Sell Price
Raven Feather	0.45
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Raven Carcass	1.75
Good Raven Carcass	1.05
Poor Raven Carcass	0.70

Animal Part	Sell Price
Robin Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Robin Carcass	1.00
Good Robin Carcass	0.60
Poor Robin Carcass	0.40

Animal Part	Sell Price
Rooster Feather	0.45
Plump Bird Meat	0.40
Perfect Rooster Carcass	2.00
Good Rooster Carcass	1.20
Poor Rooster Carcass	0.80

Animal Part	Sell Price
Perfect Sheep Wool	2.00
Good Sheep Wool	1.20
Poor Sheep Wool	0.80
Gristly Mutton	0.40
Perfect Sheep Carcass	4.75
Good Sheep Carcass	2.85
Poor Sheep Carcass	1.90

Animal Part	Sell Price
Perfect Skunk Fur	0.95
Good Skunk Fur	0.57
Poor Skunk Fur	0.38
Scent Gland	0.25
Stringy Meat	0.25
Perfect Skunk Carcass	2.50
Good Skunk Carcass	1.50
Poor Skunk Carcass	1.00

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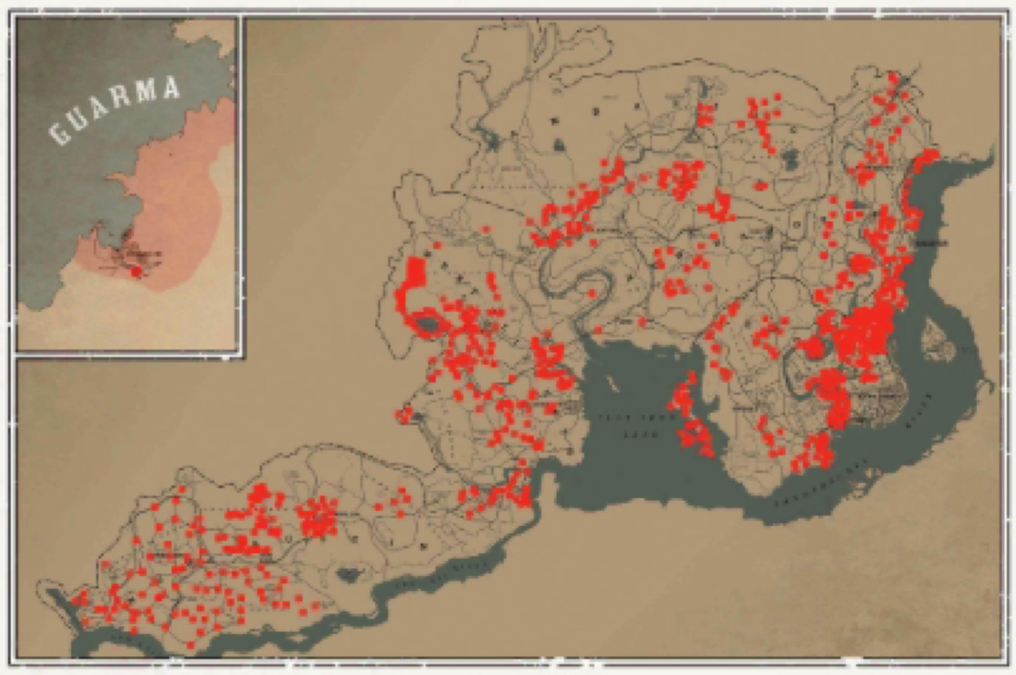
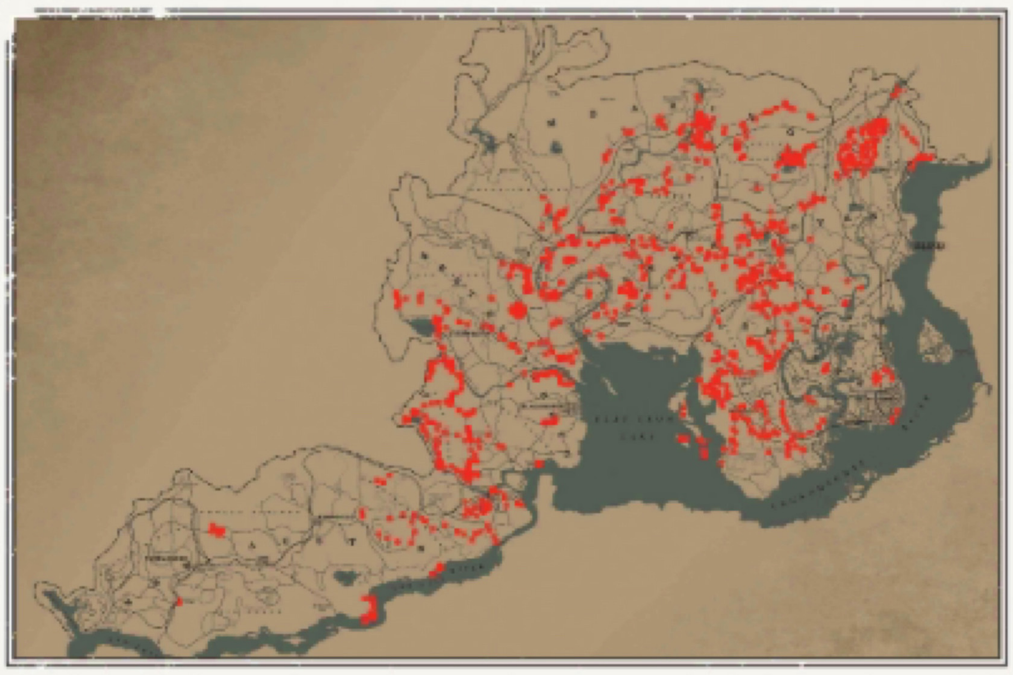
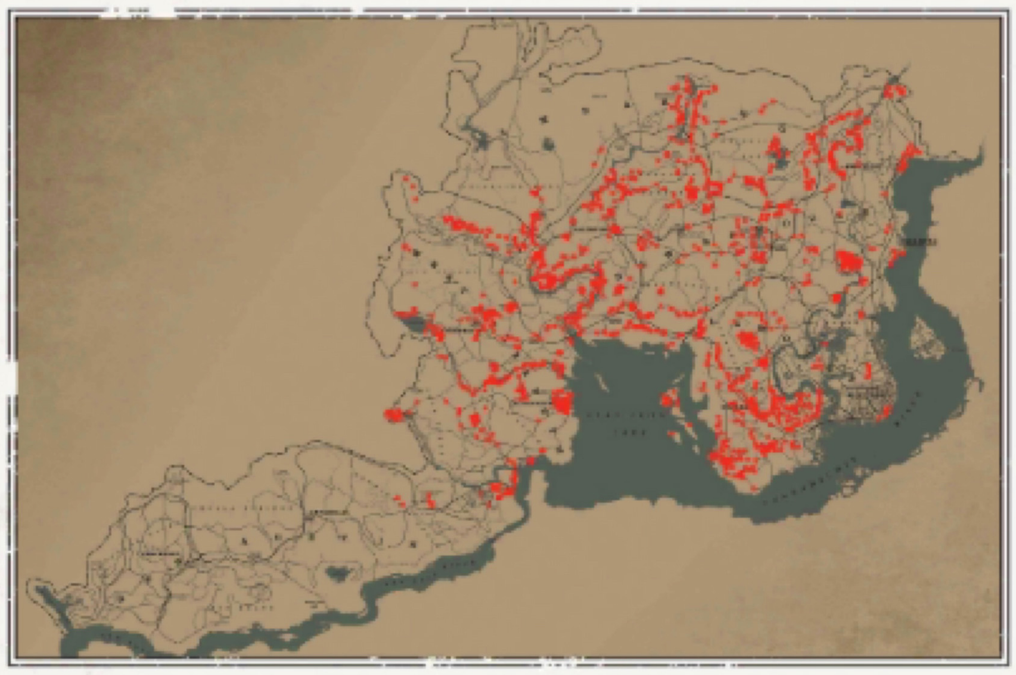
SNAKE



SONGBIRD

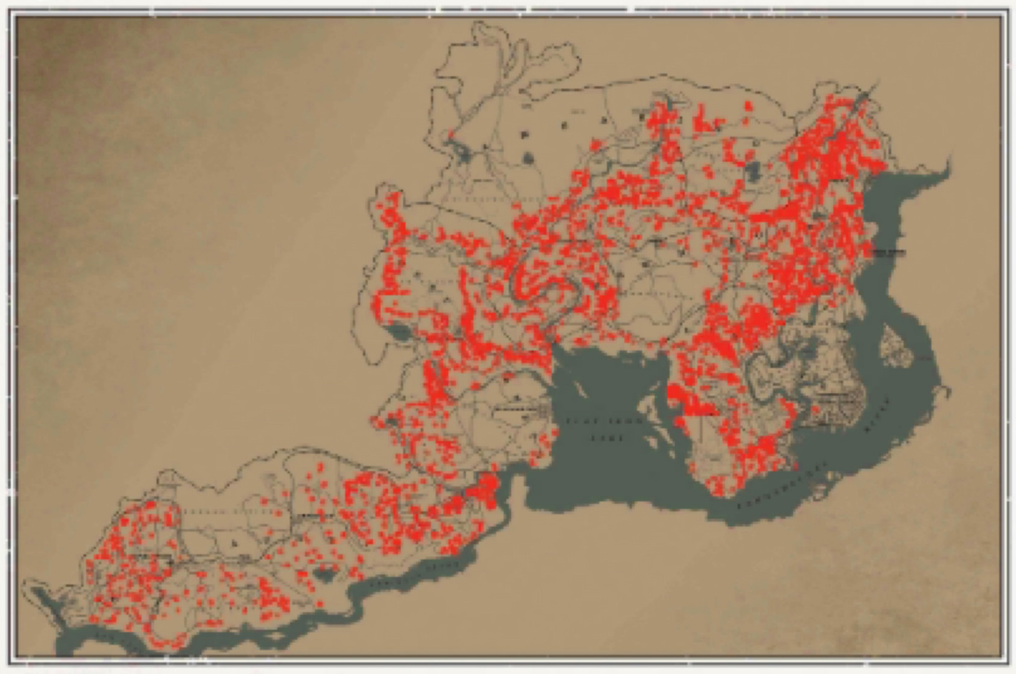


SPARROW



SPOONBILL

SQUIRREL



TOAD

SNAKE

Animal Part	Sell Price
Stringy Meat	0.25
Perfect Snake Skin	1.15
Good Snake Skin	0.69
Poor Snake Skin	0.46
Perfect Snake Carcass	2.50
Good Snake Carcass	1.50
Poor Snake Carcass	1.00

SONGBIRD

Animal Part	Sell Price
Songbird Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Songbird Carcass	1.00
Good Songbird Carcass	0.60
Poor Songbird Carcass	0.40

SPARROW

Animal Part	Sell Price
Sparrow Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Sparrow Carcass	1.00
Good Sparrow Carcass	0.60
Poor Sparrow Carcass	0.40

SPOONBILL

Animal Part	Sell Price
Spoonbill Feather	1.95
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Spoonbill Carcass	4.00
Good Spoonbill Carcass	2.40
Poor Spoonbill Carcass	1.60

SQUIRREL

Animal Part	Sell Price
Perfect Squirrel Pelt	0.75
Good Squirrel Pelt	0.45
Poor Squirrel Pelt	0.30
Squirrel Tail	0.10
Stringy Meat	0.25
Perfect Squirrel Carcass	1.75
Good Squirrel Carcass	1.05
Poor Squirrel Carcass	0.70

TOAD

Animal Part	Sell Price
Herptile Meat	0.25
Perfect Toad Carcass	0.50
Good Toad Carcass	0.30
Poor Toad Carcass	0.20

TURKEY

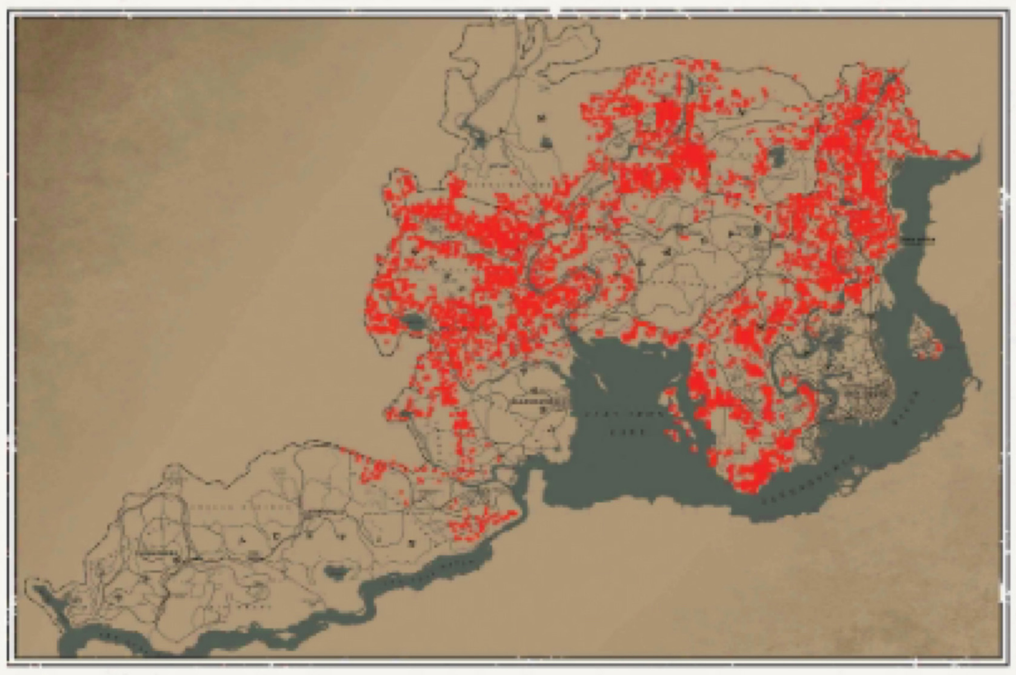
TURTLE

VULTURE

WAXWING

WOLF

WOODPECKER



Animal Part	Sell Price
Turkey Feather	0.45
Plump Bird Meat	0.40
Perfect Turkey Carcass	2.00
Good Turkey Carcass	1.20
Poor Turkey Carcass	0.80

Animal Part	Sell Price
Herptile Meat	0.25
Perfect Turtle Carcass	2.25
Good Turtle Carcass	1.35
Poor Turtle Carcass	0.90

Animal Part	Sell Price
Vulture Feather	1.20
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Vulture Carcass	2.75
Good Vulture Carcass	1.65
Poor Vulture Carcass	1.10

Animal Part	Sell Price
Cedar Waxwing Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Waxwing Carcass	1.00
Good Waxwing Carcass	0.60
Poor Waxwing Carcass	0.40

Animal Part	Sell Price
Perfect Wolf Fur	1.50
Good Wolf Fur	0.90
Poor Wolf Fur	0.60
Wolf Heart	0.45
Big Game Meat	0.75
Perfect Wolf Carcass	5.25
Good Wolf Carcass	3.15
Poor Wolf Carcass	2.10
Legendary Wolf Pelt	43.00
Legendary Wolf Heart	-
Legendary Wolf Carcass	46.00

Animal Part	Sell Price
Woodpecker Feather	0.30
Flight Feather	0.15
Gamey Bird Meat	0.25
Perfect Woodpecker Carcass	1.00
Good Woodpecker Carcass	0.60
Poor Woodpecker Carcass	0.40

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★ LEGENDARY ANIMALS ★

In addition to all the standard creatures that populate the world of *Red Dead Redemption 2*, there are also a number of unique specimens called **legendary animals**. These are hard to find and, in most cases, extremely dangerous. Hunting them is therefore very challenging, but leads to unique rewards that can be used to craft valuable items or upgrades.

You will run across a few legendary animals by completing certain missions (we cover these in the Walkthrough chapter), but most of them are encountered in the wild.

When you enter a legendary animal's territory, the game notifies you of this fact and your map is updated accordingly. Explore the area in Eagle Eye mode and you will soon reveal a first clue (shown on your radar with a small question mark icon). This uncovers a trail (again, visible with Eagle Eye) leading to another clue. After you find your third clue, the trail will lead you straight to the beast in question.

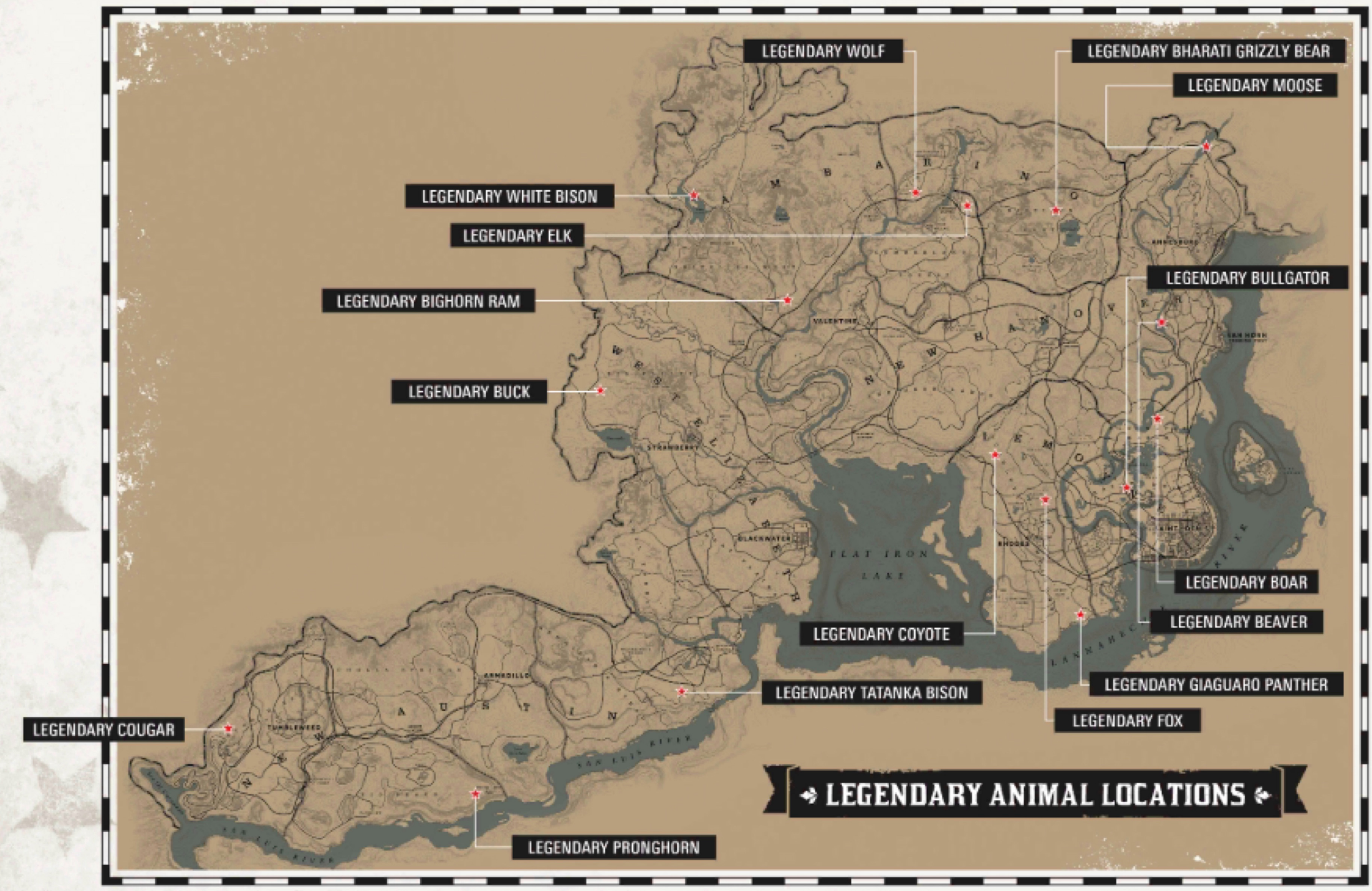
If you are planning to face a legendary animal, make sure you are equipped with powerful weapons and ammunition (rifles, sniper rifles, or the bow with poison arrows), and that you are in perfect shape for the encounter that lies ahead. Kill quality is not an essential factor when you take down these unique creatures: the items that they yield are unaffected by the means of their death, so you can take them out with your most lethal firearms. These battles tend to be fierce and the most resilient animals can tank a lot of damage.

Where possible, we strongly encourage you to have a full Dead Eye meter, especially if you have reached at least the fourth rank of that ability. This will enable you to identify your target's fatal regions (the brain and heart in most cases). If you manage to hit one of these, you will secure an instant kill (see page 146 for details). Dead Eye can also help to save your life – if a ferocious beast should notice you and charge, a quick barrage of headshots could stop the animal in its tracks.

LEGENDARY ANIMAL OVERVIEW

NAME	HABITAT/AVAILABILITY
Legendary Bullgator	Bayou Nwa, just west of Lakay; featured in the "Country Pursuits" story mission (see page 82)
Legendary Cougar	Gaptooth Ridge, straight west from Tumbleweed
Legendary Wolf	Cotorra Springs, west of Bacchus Bridge
Legendary Boar	Bluewater Marsh, north of Lagras
Legendary Bharati Grizzly Bear	Grizzlies East, just north of O'Creagh's Run (after completing "Exit Pursued By A Bruised Ego")
Legendary Giaguaro Panther	Lemoyne, west of Shady Belle (after completing the Master Hunter challenge, rank 9)
Legendary Moose	Roanoke Ridge, at the northeast tip of the map
Legendary Pronghorn	Rio Del Lobo Rock, east of Fort Mercer
Legendary Bighorn Ram	Cattail Pond, west of Valentine
Legendary Tatanka Bison	Hennigan's Stead, just southeast of MacFarlane's Ranch.
Legendary White Bison	Lake Isabella, at the west end of the Grizzlies
Legendary Beaver	Just southwest of Butcher Creek
Legendary Buck	Northwest of Strawberry
Legendary Coyote	Scarlett Meadows, to the northwest of Rhodes
Legendary Elk	Just east of Bacchus Station
Legendary Fox	Just north of the fence in Rhodes

Note that legendary animals are one of a kind: once you kill them, they will not appear again. Be sure to skin them and take care not to leave any loot behind. If you do, note that irreplaceable parts required to create related talismans/trinkets are automatically sent to the trapper.



FISHING

Fishing is an engrossing activity with multiple layers of complexity, where you will need to pay close attention to the equipment you use and know where each species can potentially be caught. You can find an introduction to this activity in our Primer chapter (see page 23), where you will learn all the basics, including fishing commands and the difference between baits and lures. In this section we provide the information you'll need to catch all fish species, including the legendary specimens. Note that you can also use your weapons to kill fish, though technically this is more akin to hunting than fishing.

★ BAIT AND LURES ★

The first step to catching fish is to obtain the best possible incentives for their attention. You can purchase most bait and lure options at the Bait and Tackle shop, on the west shore of Lagras. We recommend that you buy the three special lures as soon as you can (which requires you to trigger "A Fisher of Fish", available early in Chapter 3), as these essentially give you the best chance to catch many fish types for a very affordable price.

LURE & BAIT OVERVIEW

NAME	GENERALLY WELL-SUITED FOR...	AVAILABILITY/ PRICE
Cheese Bait	Smaller fish in lakes	Found
Bread Bait	Smaller fish in rivers	Found
Corn Bait	Smaller fish in swamps	Found
Live Worms	Medium-sized lake fish	$0.50
Live Crickets	Medium-sized river fish	$0.50
Crayfish	Medium-sized swamp fish	$0.25
Lake Lure	Medium/large-sized lake fish	$2.50
River Lure	Medium/large-sized river fish	$2.50
Swamp Lure	Medium/large-sized ed swamp fish	$2.50
Special Lake Lure	Medium/large-sized lake fish and legendary fish	$20*
Special River Lure	Medium/large-sized river fish and legendary fish	$20
Special Swamp Lure	Medium/large-sized swamp fish and legendary fish	$20
Special Spinner	All larger fish and legendary fish	Reward**

* Can also be obtained for free in a stranger mission ("The Veteran" – see page 190).
** Reward for completing "A Fisher of Fish" (see page 164).

★ FISH SPECIES & FISHING SPOTS ★

Small fish are of overall low value, are available in practically any body of water, and are attracted principally (though not exclusively) by food-based bait. These include: redfin pickerel, perch, bullhead catfish, chain pickerel, rock bass, and bluegill. Bigger fish are harder to catch, requiring you to not only set up in specific habitats, but also to use particular lures and take weather conditions into account.

The following table presents all of the important parameters you will need to consider while fishing, which you can refer to whenever you are preparing to look for a very particular catch. This includes an effectiveness rating for each bait/lure per species, from A (most effective) to F (least effective).

FISH OVERVIEW

SPECIES	HABITAT				FAVORITE LURE/BAIT	BAIT/LURE EFFECTIVENESS RATING													WEIGHT	
	North Region	South Region	Swamp Region	Preferred Weather		Cheese	Bread	Corn	Worms	Cricket	Crayfish	Lake	River Lure	Swamp Lure	Special Lake Lure	Special River Lure	Special Swamp Lure	Special Spinner	Normal Weight (lbs)	Legendary Weight (lbs)
Redfin Pickerel	-	Rivers	-	-	Bread	D	A	C	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	10 lbs 3 oz
Perch	Lakes, rivers	-	-	-	Bread	D	A	C	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	2 lbs 9 oz
Bullhead Catfish	-	-	Swamps	-	Corn	C	D	A	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	6 lbs 2 oz
Chain Pickerel	Lakes	Rivers	Swamps	-	Corn	C	D	A	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	9 lbs 1 oz
Rock Bass	Lakes	Lakes	-	-	Cheese	A	C	D	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	3 lbs 5 oz
Bluegill	Lakes, rivers	Lakes, rivers	Swamps	-	Cheese	A	C	D	E	E	E	F	F	F	F	F	F	D	0.5 - 2.0	4 lbs 2 oz
Muskie	Lakes	-	-	Sunny	Lake Lure	F	F	F	D	D	D	A	B	C	A	B	C	A	14.0 - 20.0	36 lbs 7 oz
Lake Sturgeon	-	Lakes	Swamps	Overcast	Lake Lure	F	F	F	D	D	D	A	B	C	A	B	C	A	14.0 - 20.0	46 lbs 0 oz
Northern Pike	Rivers	-	-	Sunny	River Lure	F	F	F	D	D	D	C	A	B	C	A	B	A	14.0 - 20.0	46 lbs 7 oz
Sockeye Salmon	Rivers	-	-	Sunny	River Lure	F	F	F	D	D	D	C	A	B	C	A	B	A	4.0 - 6.0	54 lbs 4 oz
Longnose Gar	-	-	Swamps	Overcast	Swamp Lure	F	F	F	D	D	D	B	C	A	B	C	A	A	14.0 - 20.0	41 lbs 8 oz
Channel Catfish	-	-	Swamps	Overcast	Swamp Lure	F	F	F	D	D	D	B	C	A	B	C	A	A	14.0 - 20.0	180 lbs 7 oz
Largemouth Bass	-	Lakes, rivers	Swamps	Rain	Crayfish	E	E	E	C	B	A	D	D	D	C	C	C	B	4.0 - 6.0	25 lbs 1 oz
Smallmouth Bass	Rivers	Rivers	-	Rain	Crickets	E	E	E	B	A	C	D	D	D	C	C	C	B	4.0 - 6.0	22 lbs 6 oz
Steelhead Trout	Lakes, rivers	Lakes, rivers	-	Rain	Worms	E	E	E	A	C	B	D	D	D	C	C	C	B	4.0 - 6.0	29 lbs 8 oz

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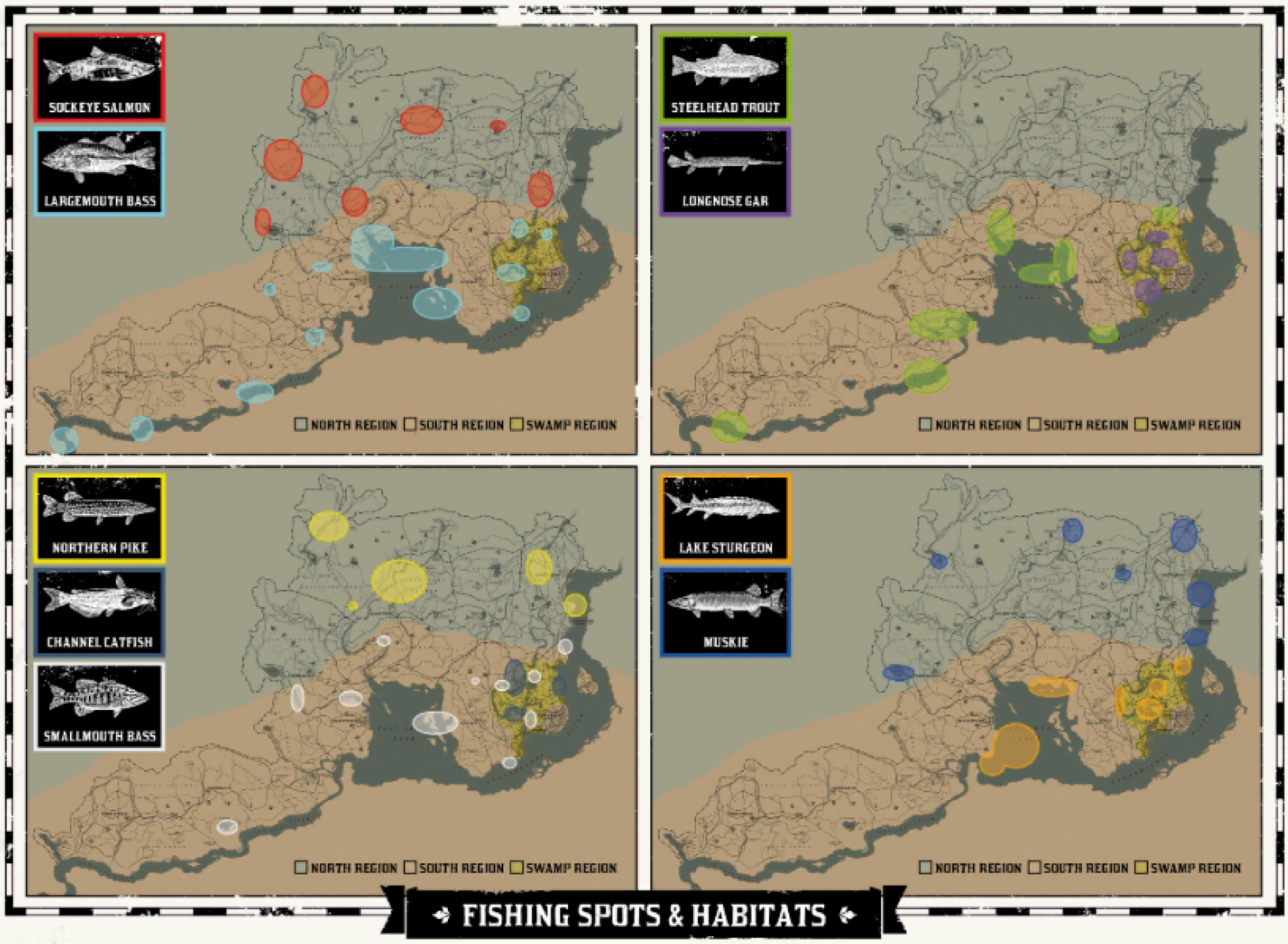

★ LEGENDARY FISH ★

Each fish species has a single legendary specimen, the largest and most difficult to catch of its kind. You will need a special lure to attract a legendary fish.

Your search for legendary fish officially begins when you initiate the mission called "**A Fisher of Fish**": speak to Jeremy Gill, the man fishing on the pier on the northeast shore of Flat Iron Lake. He will give you a map showing the location of 13 legendary fish, and ask you to send them to him by mail once you have caught them.

You can use any of the special lures to catch legendary fish, but equipping the model adapted to the body of water where you are currently fishing will lure fewer standard fish, making it easier to specifically catch the specimen you're after. The controls are the same as usual: turn to page 23 if you need a refresher.

Unlike standard fish, legendary fish are often so big that they do not fit in the satchel: you must store them on the back of your horse, then head to a post office and mail them to Jeremy Gill.

Once you catch and mail all 13 species, Gill will invite you to his shack, and then on a trip to Rio Bravo to catch the legendary channel catfish – though you'll need to reach Epilogue 1 before the latter trip is available.

REWARDS

FEAT	REWARD
Mail one legendary fish	Lake Lure
Mail 10 legendary fish	$45.00 and succulent fish meat (x5)
Mail 13 legendary fish and accompany Jeremy Gill	Special Spinner

LEGENDARY FISH OVERVIEW

NAME	OPTIMAL LURE	HABITAT/FISHING SPOT
Bullhead Catfish	Special River Lure	Sisika Island, just west of the penitentiary
Chain Pickerel	Special River Lure	Dakota River, northwest of Flatneck Station
Lake Sturgeon	Special River Lure	Southern railroad bridge leading to Saint Denis (stand on the edge of the bridge to avoid trains)
Largemouth Bass	Special River Lure	San Luis River, just southeast of Lake Don Julio
Longnose Gar	Special Swamp Lure	Lagras, at the northwest tip of the Lakay peninsula
Muskie	Special River Lure	Van Horn Trading Post, at the foot of the lighthouse
Perch	Special Lake Lure	Elysian Pool, to the southwest of Annesburg
Redfin Pickerel	Special Lake Lure	Stillwater Creek, in the largest basin, to the east of MacFarlane's Ranch
Rock Bass	Special Lake Lure	Aurora Basin's pier, to the west of Blackwater
Smallmouth Bass	Special Lake Lure	Owanjila Lake, just west of Strawberry
Sockeye Salmon	Special Lake Lure	Lake Isabella, at the west edge of the Grizzlies
Steelhead Trout	Special River Lure	Willard's Rest, by the waterfall at the northeast edge of the world map, directly north of Annesburg
Bluegill	Special Lake Lure	Flat Iron Lake, between the shore and the island to the south of Clemens Point

ADVANCED REELING-IN TECHNIQUE

As a rule, legendary fish are *much* harder to catch than standard fish. Expect long battles where your target struggles so much that your spool will run out of line and threaten to snap. With the biggest and fiercest specimens, these fishing duels can turn into wars of attrition where you lose every inch of ground you have made up each time the animal struggles.

There is, however, a technique that will greatly help you to win these contests. Every time the fish is tired out, don't simply reel in as normal: instead, tilt L downward to pull your rod up, and then quickly reel in; after a second or two, do this again, pulling up and reeling in. Repeat this as often as you can until the fish resumes struggling and a new cycle begins. You will soon notice that this repeated upward movement gives you a significant edge, and will enable you to get the better of even the most redoubtable legendary fish.

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ATTRIBUTES

You have three main attributes in the game:

Health: The amount of damage that you can sustain.

Stamina: The level of physical exertion you can endure, such as when sprinting, swimming, or jumping.

Dead Eye: The duration of time you can spend in Dead Eye mode.

These attributes are represented by dynamic meters that appear in the lower-left corner of the screen. Each meter actually consists of two separate gauges: a main attribute meter, and an attribute core.

Main Attribute Meters: These are represented by a circular gauge. They are depleted when you take damage for health, when you perform strenuous activities such as sprinting for stamina, and when you trigger Dead Eye's signature slow-motion state. Main attribute meters can be replenished in three ways: by sleeping; by using tonics; or automatically over time through the restorative effect of attribute cores (and at an enhanced speed if you rest on the spot by holding △/Y). Your character's attribute meters start at a low level but can be improved – a topic we will come back to shortly.

Attribute Cores: Cores are the icons that appear inside each attribute meter. They have two functions. Firstly, they serve as a last-resort extension of the corresponding attribute: if a meter is fully depleted, additional usage or damage will begin to deplete the core. Secondly, they determine the recovery rate of the related attribute meter. When full, you enjoy the maximum possible replenishment speed; if depleted, you will need to wait longer. Cores drain slowly over time, and therefore require regular "maintenance". Cores can be restored by sleeping, bathing, or by eating appropriate food.

CORE DRAIN

CONDITION	CORES AFFECTED	DRAIN TIME (FULL TO EMPTY)	NOTES
Normal	All	90 minutes	Default condition
Sick	All	85 minutes	After "Paradise Mercifully Departed" (Chapter 5)
Very Sick	All	75 minutes	After "A Fork in the Road" (Chapter 5)
Hot/Cold	Health	10 minutes	When exposed to high or low temperatures
Poisoned	Health	10 minutes	When bitten by a snake
Mounted	All	25% slower	While mounted on any horse
At Camp	All	–	No drain

DEAD EYE SPECIAL FEATURES

Unlike health and stamina, the Dead Eye meter is not restored automatically over time (though it is replenished partly when you sleep).

- ★ The Dead Eye meter refills with each kill you perform, at a rate determined by how full your Dead Eye core is.
- ★ During Dead Eye mode, the meter's drain speed increases by a further 5% for each "tagged" target – up to a maximum of 40%.
- ★ Your Dead Eye ability improves as you advance in the main storyline, offering new functions that make you even more effective during shootouts.

RANK	UNLOCKED	EFFECT
1	During "Old Friends" (Chapter 1)	Improved reflexes and perception, which translates into a slow-motion effect during which your targets are automatically "tagged" when you move the aiming reticle over them
2	During "Pouring Forth Oil" (Chapter 2)	Ability to manually tag multiple targets with R1/RB, allowing for improved marksmanship
3	During "Banking, the Old American Art" (Chapter 4)	Ability to remain in Dead Eye when you fire your weapon if you have not tagged a target
4	During "Fleeting Joy" (Chapter 5)	Fatal areas are highlighted while you are in Dead Eye
5	During "Goodbye, Dear Friend" (Chapter 6)	Critical areas are highlighted while you are in Dead Eye

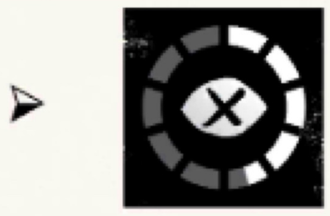
★ ATTRIBUTE GROWTH ★

Your main meters consist of segments, known as "tanks". When the game begins, your allocation is as follows:

★ **Health Meter:** 3 tanks (level 3)
★ **Stamina Meter:** 2 tanks (level 2)
★ **Dead Eye Meter:** 2 tanks (level 2)

You can permanently increase your meters by completing certain actions that generate attribute experience (XP). You can track your progression via the onscreen display: a segmented bar surrounding the affected attribute will gradually fill clockwise as you perform appropriate actions. This process is illustrated in the following diagram, showing the XP progression of the Dead Eye attribute from level 4 to level 5.

VISUAL XP PROGRESSION (DEAD EYE)



Every time you reach specific XP thresholds, the attribute in question levels up and the corresponding meter is extended by a new tank.

The natural growth of all three attributes is capped at level 8. However, you can obtain two extra tanks (and therefore reach level 10) by completing Challenges: see page 172.

ATTRIBUTE METER GROWTH

METER AT LEVEL 3

METER AT LEVEL 4

METER AT LEVEL 7

METER AT LEVEL 10

The accompanying tables detail all actions that earn attribute XP.

ATTRIBUTE LEVEL MILESTONES

ATTRIBUTE LEVEL	TOTAL XP REQUIRED
1	0
2	50
3	100
4	200
5	350
6	550
7	800
8	1,100

HEALTH: XP GAIN ACTIONS

ACTION	REPEATABLE	XP VALUE
Drink a ginseng elixir	Item available in limited quantities	25% of the XP needed to reach the next level
Complete a related challenge (see page 172)	Each challenge can be completed only once	30
Row a boat over 100 meters	Yes	20
Bow or thrown weapon kill	Yes	20
Melee knockout/kill	Yes	10
Catch a fish	Yes	10-30 based on size
Jump 50 times	Yes	5
Stealth kill/knockout	Yes	5
Bow or thrown weapon hit	Yes	5
Get a clean kill when hunting	Yes	3

STAMINA: XP GAIN ACTIONS

ACTION	REPEATABLE	VALUE
Drink aged pirate rum	Item available in limited quantities	25% of the XP needed to reach the next level
Complete a related challenge (see page 172)	Each challenge can be completed only once	30
Survive combat with less than 25 health	Yes	20
Sprint over 100 meters	Yes	20
Swim for 15 seconds	Yes	20

DEAD EYE: XP GAIN ACTIONS

ACTION	REPEATABLE	VALUE
Drink a valerian root	Item available in limited quantities	25% of the XP needed to reach the next level
Complete a related challenge (see page 172)	Each challenge can be completed only once	30
Craft an item	Yes	1
Cook a meal	Yes	1
Complete camp chores	Yes	5
Find a special collectible (see page 199)	Yes	5
Free aim kill	Yes	1
Skin an animal	Yes	1-10 based on animal
Land a headshot from over 50 meters	Yes	1-5 based on distance

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★ STATUS EFFECTS ★

You can be affected by special status effects that have a bearing on your attributes; their influence can be positive, negative, or both at once. When a given condition is active, an icon flashes in the relevant core.

Fortified Attributes: Consuming certain items will fortify one or more of your attributes. This has the effect of artificially extending the attributes in question to level 10 (which causes your cores to drain 15% slower) for a set amount of time.

Gold Cores: High-quality consumables and services can grant special, gold-colored cores. When a gold core is active, you do not need to maintain that core for a set period of time. When the effect wears off, the underlying core will be full and the standard usage conditions are reinstated.

Weight: This parameter has a range of 0 (skinny) to 20 (overweight). Your character is deemed to be in peak condition when his weight is 10. You naturally lose one point of weight every 24 in-game minutes. However, you can compensate for this loss by consuming food, with each type having its own calorific value. By eating too much or not enough, your character can gradually become overweight or underweight, though you should note that there is a limit of one adjustment per in-game hour and per screen fade. The bonuses or penalties for your current weight will scale in one point increments between 9-0 (average to skinny) and 11-20 (average to overweight).

Being **overweight** will drain your cores at an accelerated rate (up to 25%) and your stamina meter faster (0.75% faster per increment, up to a maximum of 7.5%) but will provide you with improved damage resistance (0.75% less damage per increment, up to a maximum of 7.5%).

Being **underweight** will drain your cores faster (up to 25%) and increase the damage that you sustain (0.75% more damage per increment, up to a maximum of 7.5%), but provides the perk of slower stamina loss (0.75% slower per increment, up to a maximum of 7.5%).

Harsh Weather: When you are exposed to hot ( ) or cold ( ) weather without wearing suitably light or warm clothes, your health core drains from full to empty in 10 minutes – as opposed to 90 minutes in normal conditions.

Poison ( ): When poisoned by a snake, your health core drains from full to empty in 10 minutes. You can cure this with various herbs (ginseng, English mace, milkweed, vanilla flower, or yarrow), or by sleeping, returning to camp, or starting a mission.

Drunk: Each liquor type has a specific alcohol value. These are cumulative when you consume multiple drinks in succession.

DRINK	ALCOHOL VALUE
Saloon Beer	0.10
Saloon Whiskey	0.10
Opened Guarma Rum	0.10
Opened Fine Brandy	0.10
Opened Gin	0.10
Opened Kentucky Bourbon	0.13
Guarma Rum	0.17
Brandy	0.17
Gin	0.17
Kentucky Bourbon	0.25
Moonshine	0.30
Whiskey Bottle	0.40
Aged Pirate Rum	0.50

There are four states of inebriation, on a scale from 0 to 1:

- ★ **Sober** – 0 to 0.49
- ★ **Drunk** – 0.50 to 0.74
- ★ **Wasted** – 0.75 to 0.99
- ★ **Blackout** – 1

The different stages of drunkenness are accompanied by visual effects that distort your perception of your surroundings – and these make it hard to move around, let alone accomplish anything of note. The effects of inebriation remain active for a minimum of 90 seconds. Your total alcohol level decays by 0.25 every 24 seconds, but cannot fall below 0.5 or 0.75 until the initial 90-second period has elapsed.

SUMMARY

The following table documents the ways in which attributes and their associated meters can be affected.

ATTRIBUTE MECHANICS OVERVIEW

ATTRIBUTE	MAIN ATTRIBUTE XP GAIN	DRAIN ATTRIBUTE METER	REFILL ATTRIBUTE METER	DRAIN CORE	REFILL CORE	RELATED STATUS EFFECTS
Health	• Rowing • Throwing Knife/Bow Kill • Melee knockout/kill • Stealth knockout/kill • Catching Fish • Ginseng Elixir • Related Challenges	• Damage	• Tonics (Fortify) • Sleep • Rest	• Hunger • Tiredness	• Sleep • Deluxe Bath • Food	• Gold Core (no drain) • Overweight (positive effect) • Underweight (negative effect) • High or Low Temperature (negative effect)
Stamina	• Sprinting • Swimming • Pirate Rum • Related Challenges	• Sprinting • Swimming • Jumping • Climbing • Diving	• Tonics (Fortify) • Sleep • Rest	• Hunger • Tiredness	• Sleep • Any Bath • Food	• Gold Core (no drain) • Overweight (negative effect) • Underweight (positive effect) • High Temperature (negative effect)
Dead Eye	• Craft/Cook • Skin Animal • Camp Chores • Free Aim Kill • Special Collectible • Long Distance Headshot • Valerian Root • Related Challenges	• Dead Eye Usage	• Tonics (Fortify) • Kills • Sleep	• Hunger • Tiredness	• Sleep • Deluxe Bath • Food	• Gold Core (no drain) • Low Temperature (negative effect)

★ HAIR GROWTH ★

Unlocked at the beginning of Chapter 2, natural hair growth is more than a matter of simple aesthetics. If you have a pressing need to avoid identification, radically changing your facial appearance will make it harder for interested parties to recognize you.

There are multiple growth stages for both head hair and facial hair.

- ★ Consuming hair tonics doubles the growth rate for up to two stages; the effect stacks if you consume two or three hair tonics, leading to a x4 and x8 growth rate respectively.
- ★ Your beard will stop growing on its own at stage 6. The only way to go beyond is to consume tonics.
- ★ Pomade applied by a barber lasts five in-game days (only two days when you do it yourself).
- ★ You can only grow hair by one increment at a time. The next growth stage will begin only after a screen fade (for instance after sleeping, respawning, any fast travel, chapter introductions, cutscenes, and so forth).

GROWTH STAGES

STAGES (HAIR)	STAGES (BEARD)	IN-GAME TIME	REAL TIME
0	0*	-	
1	1	2 days	1.6 hours
2	2	2 days	1.6 hours
3	3	4 days	3.2 hours
4	4	8 days	6.4 hours
5	5	12 days	9.6 hours
6	6	20 days	16 hours
7	7	20 days	16 hours
-	8	16 days	12.8 hours
-	9	16 days	12.8 hours
-	10	26 days	20.8 hours

* Can only be obtained by purchasing the "Extra Clean Shaven" style from a barber

HONOR

The honor system measures how your actions are perceived in terms of morality by in-game characters. As a general rule of thumb, actions that are considered as honorable (such as rescuing townsfolk from danger or turning in criminals to the law) will add to your honor score; conversely, activities that are considered dishonorable (such as harassing or killing innocents) will lead to reductions.

★ HONOR RANKS & REWARDS ★

Every time you reach certain honor milestones you achieve a specific rank. Some of these confer unique benefits.

RANKS	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
POINTS	-320	-280	-240	-200	-160	-120	-80	-40	0	+40	+80	+120	+160	+200	+240	+280	+320

HONOR RANK EFFECTS

RANK	HONOR POINTS	EFFECTS
8	320	-
7	280	50% discount in all shops
6	240	New outfits available in certain shops: the Scrapper, the Farrier, the Gambler, the Deauville, the Faulkton, the Drifter, the Dewberry Creek, and the Drover
5	200	25% discount in all shops
4	160	-
3	120	New outfits available in certain shops: the Bulldogger, the McLaughlin, the Chevalier, the Corson, the Cumberland, the Cowpuncher, the Valentine, and the Roscoe
2	80	10% discount in all shops
1	40	When you loot bodies, the drop rate of potent tonics, restorative items, jewelry and food items is increased
0	0	When you loot bodies, you primarily obtain standard tonics, cheap jewelry, basic horse consumables, and used alcohol and tobacco
-1	-40	When you loot bodies, the drop rate of Dead Eye tonics, thrown weapons, alcohol, and tobacco is increased; you also receive more money and jewelry from lawmen
-2	-80	-
-3	-120	-
-4	-160	-
-5	-200	-
-6	-240	-
-7	-280	-
-8	-320	-

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★ HONOR EVENTS ★

There are many events and actions that lead to honor gains or reductions, as detailed in the accompanying tables. Note that a x1.5 multiplier is applied to all values during Chapter 6. Many chance encounters can also lead to honor adjustments. These are covered in a dedicated section – see page 223.

MISSION EVENTS: HONOR VALUES

CHAPTER	MISSION	EVENT	HONOR
1	Who the Hell Is Leviticus Cornwall?	Kill the train staff	-5
		Do not save Lenny	-20
2	Polite Society, Valentine Style	Rescue the escaped horse	+10
		Return the escaped horse by calming and leading it	+10
		Return the escaped horse by dragging it with the lasso	+5
		Antagonize the man after returning the escaped horse	-10
		Pull the witness up from the cliff	+10
		Do not pull the witness up from the cliff	-5
		Spare the witness after pulling him up from the cliff	+10
		Kill the witness after pulling him up from the cliff	-10
		Keep the stolen horse after the mission	-5
		Return the stolen horse after the mission	+10
	We Loved Once and True – II	Agree to rescue Jamie	+10
3	The Course of True Love – I	Sell the gift rather than delivering it to Penelope	-5
	Sodom? Back to Gomorrah	Choose to crack the safes	+5
		Choose to open the safes using dynamite	-5
4	Fatherhood and Other Dreams	Help Mary recover the family heirloom from her father	+10
		Pay the buyer for the brooch	+5
	Brothers and Sisters, One and All	Return Sister Calderon's crucifix	+20
6	A Rage Unleashed	Agree to help Rains Fall	+10
		Refuse to help Rains Fall	-10
	Archeology for Beginners	Agree to help Monroe	+20
		Refuse to help Monroe	-20
		Kill soldiers while retrieving the sacred items	-5
	Mrs Sadie Adler, Widow	Agree to help Sadie	+20
	Mrs Sadie Adler, Widow	Refuse to help Sadie	-20
	Do Not Seek Absolution – I	Help Archie	+10
	Do Not Seek Absolution – II	Rescue Edith	+10
	Of Men and Angels	Make a donation	+20
	The Course of True Love – IV	Escort Beau and Penelope on the train	+10
		Refuse Penelope's payment	+10
	Honor, Amongst Thieves	Kill the wagon drivers	-5
	Red Dead Redemption	Protect John rather than going after the money	Gain a rank
		Go after the money rather than helping John	Lose a rank
Epilogue 1	Home of the Gentry?	Pay off the squatters	+5
Epilogue 2	American Venom	Choose not to hang Cleet	+5
-	Bounty Hunting – All missions	Return a target dead or alive	+5
-	Bounty Hunting – Mark Johnson	Allow the bounty to say his goodbyes	+1
	Loansharking – Algie Davison	Kill Algie's son	-5
-	Loansharking – J. John Weathers	Absolve the debt	+10
		Recover the debt	-5
-	Loansharking – Arthur Londonderry	Give additional money to the family	+20
-	Home Robbery – Willard's Rest	Show the widow how to hunt, then how to shoot	+20, then +10
-	Stranger Mission – The Ties That Bind Us	Give the medicine to the convicts	+10

AMBIENT EVENTS: HONOR VALUES

EVENT	HONOR
Donate to gang via the tithing box	+10
Disarm a dueling opponent	+10
Peacefully surrender to a lawman and serve your time in jail	+5
Kill rats in town or complete camp chores	+5
Pay off your debts from committing crimes	+5
Watch an animal bleed to death	-1
Shoot near a civilian, scaring them	-1
Steal a horse hitched to a post	-1
Knock out civilians and loot them	-1
Trample an innocent with your horse	-1
Intimidate or beat someone up during a robbery	-5
Kill domesticated town animals, such as dogs, cows and pigs	-5
Desecrate the dead (shoot at or use explosives on specific graves or dead bodies)	-10
Hold up a shopkeeper and steal from registers or safes	-20
Randomly antagonize or intimidate someone	Growing decrease*
Watch your horse while it is writhing in pain without helping it	Growing decrease*
Kill an animal and leave without skinning it or stowing it on your horse	Growing decrease*
Kill a civilian or lawman (doesn't apply when wanted or during missions)	Growing decrease*

* There are honor penalties of growing severity if you perform these actions repeatedly.

CHALLENGES

Challenges are gameplay feats that you can complete in sequence to unlock rewards.

There are nine categories in total, each featuring ten challenges. Completing all ten within a category gives you access to various rewards: attribute increases, dollar payments and – perhaps more importantly – reinforced equipment that can be obtained at any trapper shop once unlocked.

REINFORCED EQUIPMENT

By completing all ten challenges in a category, you will gradually unlock reinforced pieces of equipment in accordance with the related theme – for example, the Bandit equipment for the Bandit challenges. These are then available for purchase at the trapper. They each form sets of four pieces: a bandolier, a gun belt, a holster, and an off-hand holster – each with their own perks. These perks are superior to the ones granted by gunsmith equipment, as shown in the table to the right.

★ ★ ★

EQUIPMENT PERKS

EQUIPMENT TYPE	UPGRADED PERK (GUNSMITH)	REINFORCED PERK (TRAPPER)
Bandolier	Ammo capacity for longarm weapons: +50%	Ammo capacity for longarm weapons: +100%
Gun Belt	Ammo capacity for sidearm weapons: +50%	Ammo capacity for sidearm weapons: +100%
Holster	Weapon degradation rate: -10%	Weapon degradation rate: -20% (stacks)
Off-Hand Holster	–	Weapon degradation rate: -10% (stacks)

SET BONUSES

By obtaining complete upgraded sets, you can add two permanent bonus tanks to your main attribute bars. Each attribute is associated with three sets. You are awarded a first extra tank when you obtain all four pieces in one of the related sets, and a second when you complete all three – as shown in the following table.

★ ★ ★

ATTRIBUTE BONUSES FROM SETS

ATTRIBUTE	RELATED REINFORCED SETS	1ST BONUS TANK	2ND BONUS TANK
Health	• Horseman • Sharpshooter • Weapons Expert	Obtain all four pieces in one of these sets	Obtain all four pieces of all three of these sets
Stamina	• Bandit • Gambler • Master Hunter	Obtain all four pieces in one of these sets	Obtain all four pieces of all three of these sets
Dead Eye	• Explorer • Herbalist • Survivalist	Obtain all four pieces in one of these sets	Obtain all four pieces of all three of these sets

LEGEND OF THE EAST OUTFIT

After you complete all challenges in every category, you receive the Legend of the East Outfit. Acquiring this provides a number of significant bonuses:

- ★ **Cores:** Decreases the speed at which all attribute cores (including horse cores) drain by 10%
- ★ **Damage:** Decreases melee damage sustained by 10%
- ★ **Dead Eye:** Decreases the speed at which the Dead Eye meter drains by 10% for three seconds (also applies to Eagle Eye, but permanently)
- ★ **Attribute Experience:** Increases the experience (XP) you obtain for all three attributes by 10%
- ★ **Horseback:** Decreases the damage you receive while on horseback by 10%
- ★ **Loot**: Increases money acquired by looting by 10%
- ★ **Weapons:** Slows the degradation of all weapons by 10%

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★ LIST OF ALL CHALLENGES ★

BANDIT CHALLENGES

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Hold up five townsfolk	Bandit Bandolier
2		Rob two coaches along the road or complete any two coach robbery missions	25 Dead Eye XP, $5
3		Rob the cash register in any four shops in one day	Bandit Holster
4		Rob three coaches in a day	50 Dead Eye XP, $10
5		Amass a $250 bounty in one State	50 Dead Eye XP, $10
6		Steal five horses and sell them to the horse fence at Clemens Cove	100 Dead Eye XP, $15
7		Rob $50 worth of cash and valuables from townsfolk and travelers	Bandit Off-Hand Holster
8		Steal seven wagons and sell them to the fence at Emerald Ranch	100 Dead Eye XP, $15
9		Hogtie someone and leave them on the railroad three times	150 Dead Eye XP, $20
10		Complete five train robberies without dying or being caught	Bandit Gun Belt

EXPLORER CHALLENGES*

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Find a treasure map	Explorer Holster
2		Find a treasure	25 Stamina XP, $5
3		Find a treasure	Explorer Bandolier
4		Find a treasure	50 Stamina XP, $10
5		Find a treasure	50 Stamina XP, $10
6		Find a treasure	100 Stamina XP, $15
7		Find a treasure	Explorer Gun Belt
8		Find a treasure	100 Stamina XP, $15
9		Find a treasure	150 Stamina XP,$20
10		Find a treasure	Explorer Off-Hand Holster

*See page 196 for details on treasure hunting.

GAMBLER CHALLENGES*

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Win five hands of poker	Gambler Holster
2		In blackjack, double down and win the hand five times	25 Dead Eye XP, $5
3		Win three games of five finger fillet	Gambler Bandolier
4		Bust one poker opponent out in each location (Flatneck Station, Saint Denis, Valentine)	50 Dead Eye XP, $10
5		Win three rounds of dominoes without drawing any tiles against two or fewer opponents	50 Dead Eye XP, $10
6		Beat the blackjack dealer in two locations (Rhodes and Van Horn)	100 Dead Eye XP, $15
7		Beat the five finger fillet player in every location (Strawberry, Valentine, Van Horn)	Gambler Gun Belt
8		Win three hands of blackjack with three hits or more	100 Dead Eye XP, $15
9		Win three games of dominoes in a row	150 Dead Eye XP, $20
10		Win three hands of poker in a row	Gambler Off-Hand Holster

*See page 220 for details on table games.

HERBALIST CHALLENGES*

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Pick six yarrow	Herbalist Off-Hand Holster
2		Pick and eat four species of berry	25 Health XP, $5
3		Craft seven items using sage as an ingredient	Herbalist Gun Belt
4		Pick five mushrooms and feed them to your horse	50 Health XP, $10
5		Craft nine items using Indian tobacco as an ingredient	50 Health XP, $10
6		Pick 15 different species of herb	100 Health XP, $15
7		Craft and use five special miracle tonics	Herbalist Holster
8		Use oleander to craft six poison weapons	100 Health XP, $15
9		Pick one of each species of herb	150 Health XP, $20
10		Season and cook all 11 types of meat	Herbalist Bandolier

*See page 320 for details on crafting.

HORSEMAN CHALLENGES

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Kill five rabbits from horseback	Horseman Gun Belt
2		Jump over three obstacles in 15 seconds	25 Stamina XP, $5
3		Ride from Valentine to Rhodes in less than five minutes	Horseman Holster
4		While mounted, drag a victim for 3300 feet using your lasso	50 Stamina XP, $10
5		Trample five animals while on horseback	50 Stamina XP, $10
6		Ride from Strawberry to Saint Denis in less than nine minutes without touching any water	100 Stamina XP, $15
7		Kill seven enemies from horseback without dismounting	Horseman Bandolier
8		Kill nine predators from horseback	100 Stamina XP, $15
9		Ride from Van Horn to Blackwater in less than 17 minutes without touching any water	150 Stamina XP, $20
10		Break every wild horse breed (see page 134)	Horseman Off-Hand Holster

MASTER HUNTER CHALLENGES*

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Skin three deer	Master Hunter Off-Hand Holster
2		Get three perfect-quality rabbit pelts	25 Health XP, $5
3		Track 10 different animal species using your binoculars	Master Hunter Bandolier
4		Get a clean kill after calling to an animal five times	50 Health XP, $10 Dollars
5		Skin three black or grizzly bears	50 Health XP, $10
6		Kill five cougars with your bow, then skin them	100 Health XP, $15
7		Use bait to lure and kill both a herbivore and predator	Master Hunter Gun Belt
8		Catch three fish without using a fishing rod	100 Health XP, $15
9		Catch an opossum playing possum	150 Health XP,$20
10		Find and kill the legendary panther "Giaguaro"	Master Hunter Holster

*See page 146 and 163 for details on hunting and fishing

SHARPSHOOTER CHALLENGES

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Kill three flying birds	Sharpshooter Bandolier
2		Kill two different animal species in the same Dead Eye use	25 Dead Eye XP, $5
3		Kill five flying birds while on a moving train	Sharpshooter Holster
4		Kill an enemy at least 80 feet away with a thrown tomahawk	50 Dead Eye XP, $10
5		Kill six animals without switching or reloading your weapon	50 Dead Eye XP, $10
6		Kill someone at least 660 feet away with a long scoped rifle	100 Dead Eye XP, $15
7		Get seven headshots in a row	Sharpshooter Off-Hand Holster
8		Disarm three enemies without reloading or switching your weapon	100 Dead Eye XP, $15
9		Shoot three people's hats off in the same Dead Eye use	150 Dead Eye XP, $20
10		Kill three flying birds with three consecutive long scoped rifle shots	Sharpshooter Gun Belt

SURVIVALIST CHALLENGES*

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Catch three bluegill fish	Survivalist Gun Belt
2		Hand five animals in to camp or the trapper	25 Stamina XP, $5
3		Kill five animals using a Varmint rifle	Survivalist Off-Hand Holster
4		Craft all of the following arrow types: dynamite, fire, improved, poison, and small game	50 Stamina XP, $10
5		Catch a fish in the Bayou from a riverboat and while standing on railroad tracks	50 Stamina XP, $10
6		Kill a scavenging animal while it is feeding a corpse five times	100 Stamina XP, $15
7		Kill eight small game animals with consecutive shots, using small game arrows	Survivalist Bandolier
8		Craft a homing tomahawk, improved tomahawk, volatile dynamite, and volatile fire bottle	100 Stamina XP, $15
9		Catch a fish that weighs at least 19 lbs	150 Stamina XP, $20
10		Catch one of each type of fish throughout the world	Survivalist Holster

*See page 146 and 163 for details on hunting and fishing

WEAPONS EXPERT CHALLENGES

RANK	ICON	DESCRIPTION	UNLOCK/REWARD
1		Kill three enemies with a knife	Weapons Expert Holster
2		Kill three enemies in 10 seconds using only throwing knives	25 Health XP, $5
3		Kill three birds of prey using only a tomahawk	Weapons Expert Gun Belt
4		Kill 10 enemies with a shotgun using crafted ammo	50 Health XP, $10
5		Kill five mounted enemies, using one throwing knife per kill	50 Health XP, $10
6		Kill four enemies at the same time with a single stick of dynamite	100 Health XP, $15
7		Kill four consecutive enemies by throwing and retrieving the same tomahawk	Weapons Expert Off-Hand Holster
8		Kill 15 enemies using a long-barreled sidearm	100 Health XP, $15
9		Kill nine unaware enemies from behind, using the bow	150 Health XP,$20
10		Kill a grizzly bear without taking damage, using only throwing knives	Weapons Expert Bandolier

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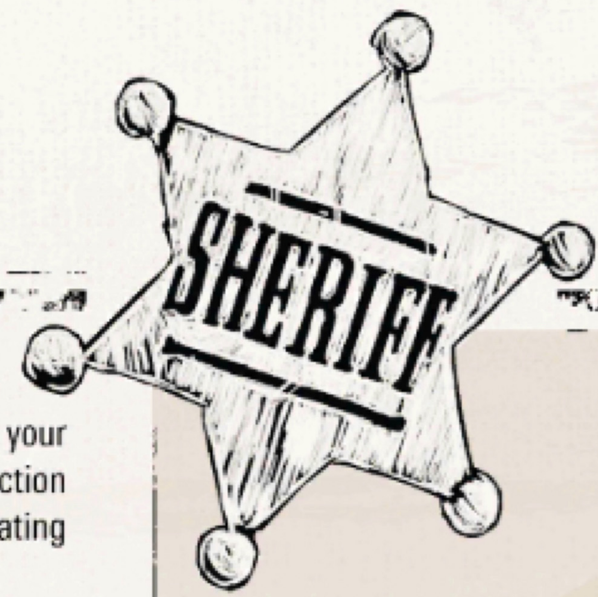
LAW ENFORCEMENT



Your association with the Van der Linde gang will often necessitate your involvement in criminal activities. Every time the law is aware of one of your crimes, you become wanted and a bounty is placed on your head. In this section we offer a detailed breakdown of the various stages of this process, illustrating the consequences of your potential decisions.

THE WANTED SYSTEM

Whenever you commit a crime, a chain of events will begin with many possible branching paths depending on how you decide to behave.

As a general rule, encounters with the law are extremely dangerous, and may very well lead you to become completely overwhelmed in just a few minutes if you opt to resist. Worse, each of your additional crimes (in this case, killing lawmen), will add to the bounty placed on your head. This can soon become very costly, making it preferable to flee in practically all situations.

Note that the maximum bounty you can reach is limited to $300 during Chapter 2, $500 during Chapter 3, and then $1,500 after "Sodom? Back to Gomorrah" towards the end of the same chapter.

You are not clearly identified by the witness and not caught on site by any investigating lawmen.

No bounty, no penalty.

REINFORCEMENTS

If you resist the lawmen sent after you and start killing them, reinforcements will soon be dispatched. Should you persist, the bounty on your head will increase, and the forces sent to deal with you will become much more fierce.

- ★ **Rhodes:** Deputized citizens and town mobs appear periodically throughout all major shootouts between you and the law.
- ★ **Strawberry:** Deputized citizens and town mobs appear periodically throughout all major shootouts between you and the law.
- ★ **Valentine:** Deputized citizens and town mobs appear periodically throughout all major shootouts between you and the law.
- ★ **Cumberland Forest:** Dogs are dispatched at varying numbers per crime severity.
- ★ **Scarlett Meadows:** Dogs are dispatched at varying numbers per crime severity.
- ★ **Annesburg:** Marshals arrive on horseback after you accumulate a large bounty.
- ★ **Blackwater:** Marshals arrive on horseback after you accumulate a large bounty.
- ★ **Saint Denis:** Marshals arrive on horseback after you accumulate a large bounty.
- ★ **Tumbleweed:** Marshals arrive on horseback after you accumulate a large bounty.

Wanted Phase 2: Passively Wanted. If you manage to escape the red circle and remain unseen until the gauge is empty, lawmen stop actively searching for you.

As long as a bounty is still up, you will face an increased number of lawmen and bounty hunters along roads and checkpoints within the state. After 12 hours have elapsed, a bounty posse will occasionally come after you when in the wilderness (only for high severity crimes). If you commit 12 distinct high severity crimes within 60 minutes, certain towns will go into lockdown. Lockdown results in limited opportunities and interactions (fewer characters available, shops closed). If any lawman in the region spots you, active pursuit resumes. Lockdown ends after 350 in-game minutes.

Crossing state lines will conclude an active pursuit, but will not end the passive phase.

THE WANTED LOOP

You are unknown to law forces.

You commit a crime.

A nearby character witnesses the scene (👁) and investigates. If you are not seen, the witness leaves to report the crime without knowing who the criminal is (👁).

A character witnesses the crime and identifies you (👁), then starts running to report the crime.

If there is no witness, the crime usually remains unknown to law forces, and therefore goes unpunished.

You are identified, but you prevent the witness from reporting the crime (using violence or threats).

You are identified and the witness manages to escape and report the crime. A bounty is placed on your head and the Wanted system is activated in that state. Each crime is worth a specific bounty value. Every instance of a crime increases the bounty by its assigned value. The current bounty value is automatically shown when you enter a new area, or can be displayed manually by pressing ✪.

Lawmen arrive on site.

You resist by fighting or fleeing.

Wanted Phase 1: Active Pursuit. Lawmen have been alerted to a crime and are actively trying to kill you. On the radar, a red radius circle appears around you. As long as the law have you in sight, the circle remains centered on your position. If they lose sight of you, the circle will remain at your last known location.

In addition to standard lawmen, extra forces can be dispatched if you resist and kill lawmen: deputy residents, wagons, town mobs, dogs, and marshals. The forces dispatched vary by location (see "Reinforcements").

You do not resist and are arrested (only possible with minor crimes).

You are taken to the closest jail and imprisoned.

You serve out the prison time and the bounty is cleared.

Your gang rescues you.

You pay the bounty on your head at any post office. Each state in the game tracks its own Wanted level and bounty for you.

You are once again unknown to law forces.

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ADDITIONAL SYSTEMS

The following systems are not documented in the game by onscreen notifications, but nevertheless play an essential role:

- ★ **Wanted Score:** This parameter increases in the same way as a bounty, but resets as soon as active pursuit ends. It represents the total crimes committed during a single continuous spree, and is used to scale the severity of the law's response.
- ★ **Wanted Level:** There are five hidden levels of law response, each triggered when your bounty reaches a specific threshold.

WANTED LEVEL THRESHOLDS

LEVEL	BOUNTY THRESHOLD
1	$0
2	$50
3	$150
4	$250
5	$1,000

WANTED LEVEL & LOCKDOWN

Whenever your wanted level increases, the local population and law enforcement forces react accordingly. At the higher levels – which you are likely to reach quickly if you go on a killing spree, or should you commit 12 distinct high severity crimes within 60 minutes – the area you are currently in will go into lockdown. This turns the area map red and prevents use of local shops and restricts access to events until sufficient time has elapsed (350 in-game minutes), or you die, or your bounty is paid. During lockdown, local lawmen will also fortify the area by posting additional guards. You will immediately become wanted if seen by the law, making it very hard for you to do anything worthwhile in the vicinity.

At wanted level 1 a red outline appears around the town where you were seen committing a crime, both on the main map and the radar. A red outline is also displayed around the corresponding state. You will face more dangerous reinforcements (and in greater numbers) as you progress through levels 2 and 3.

At wanted level 4 the local district enters lockdown and is shaded red if the law have positively identified you as the culprit. During lockdown, lawmen have increased detection ranges, and extra guards patrol in town.

Note that there are certain areas that are under perpetual lockdown: Fort Wallace and Sisika Penitentiary on a permanent basis, and Blackwater until you reach the epilogue. There are also situations where a lockdown will last longer than usual or cover a larger territory after you complete certain story missions (such as "The Sheep and the Goats", "Sodom? Back to Gomorrah", "Blessed are the Meek?", and "A Short Walk in Pretty Town").

CRIME SEVERITY

Crimes are sorted into three categories – low, medium and high severity. The more severe a crime is, the higher the value added to your bounty. With low severity crimes, you have the possibility to try to defuse the situation when lawmen confront you. You will then be given a chance to move along without further consequences; if you do not leave as permitted, or choose to antagonize during the interaction, the severity of the crime will be increased – and an arrest or combat will follow.

DEATH

Whenever you die, you may have to pay a percentage of your current personal savings. Though death can happen in all sorts of ways, the most common cause is conflict with enemies – particularly the law.

If you die within an hour of the last time you were killed, the percentage of money that you lose increases. This can become very costly, which is why it's important to generally avoid conflicts that you cannot win.

The one major exception to this rule is that **there are no financial penalties applied when you die during missions**. These costs only apply while you are roaming the world freely. Should you plan to cause any measure of chaos during your travels, it's usually wise to invest your money in purchases or upgrades before you begin.

DEATH: FINANCIAL PENALTY

DEATH WITHIN 1 HOUR	SAVINGS LOST
1st	5%
2nd	7%
3rd	10%
4th	13%
5th	15%
6th and beyond	20%

Here are some examples illustrating how the percentage increase is applied only if you are killed within an hour of your previous death:

- ★ You die at minute 1, and lose 5% of your cash.
- ★ You die at minute 30 and lose 7% of your cash.
- ★ You die at minute 45 and lose 10% of your cash.
- ★ You die at minute 110 and lose 5% of your cash, as more than an hour (65 minutes) has elapsed since you were last killed.

The maximum amount of money that can be debited from your funds is capped by the following systems:

- ★ You cannot lose more than 20% of your funds, or $150 – whichever is lower.
- ★ You pay nothing if you have $10 or less.
- ★ Again, you pay nothing if you die during a mission.

CRIME: BOUNTY VALUES

CRIME	SEVERITY	BOUNTY
Animal Cruelty	Low (Medium for kills)	$5
Arson	Low (in the wilderness) / Medium (in towns)	$5
Assault	High	$5
Bank Robbery	High	$25
Cheating	Low	$5
Disturbing the Peace	Low	$5-$10
Intimidation	Medium	$5
Jail Break	High	$25
Kidnapping	High	$10 ($15 for lawmen)
Looting	Low	$5
Murder	High	$15 ($20 for lawmen)
Robbery	Medium	$5-$10
Rustling	Low	$5
Theft	Low; Medium for horse theft	$5 ($10 for horse theft)
Train Robbery	High	$50
Trespassing	Low	$5
Vandalism	Low	$5
Unarmed Assault	Low (in towns) / Medium (in the wilderness)	$5

SURRENDERING & FLEEING

Given how quickly conflicts with the law can escalate and lead to steep bounties (particularly in towns where reinforcements are functionally infinite), it often makes sense to avoid confrontations altogether.

One possibility after you commit a minor crime is to holster your weapon immediately and remain peaceful. Choose the "defuse" conversation option if a lawman investigates; you may just be asked to move along, which ends the incident if you comply. If your action was serious enough that lawmen point their gun at you, you will be offered the chance to surrender with △/Y. Doing so means that you will be incarcerated, but it does enable you to prevent the situation from escalating.

If you can't afford to be arrested, evasion is an excellent alternative. The following tips should be of some help:

- ★ Active pursuit will only last so long as your pursuers can see you. At this point, the red circle on your radar will be centered on your last known position – in other words, no longer directly on you – and lawmen will start searching that general vicinity. This makes it essential to break line of sight when you are being chased. Solid obstacles such as walls and houses are the most obvious options, but when you are in the wilderness or in areas with few buildings, you can alternatively duck into bushes to avoid detection: if you are adequately concealed, lawmen will often run straight past your hiding spot.
- ★ When you manage to leave the search area (represented by the red circle on your map), the wanted gauge on your screen will begin to drain. Once it's empty, your pursuers will give up – thereby ending the incident. If you are seen before the gauge has fully drained, on the other hand, active pursuit will resume immediately.
- ★ If the law send bloodhounds after you, these will almost always find you eventually. If you see or hear dogs tracking you, your best bet is to escape on horseback – or to kill your pursuers.
- ★ Riding through trees or underbrush, jumping fences, and crossing water are all good ways to shake mounted pursuers. Lawmen slow down when required to navigate dangerous terrain on horseback.

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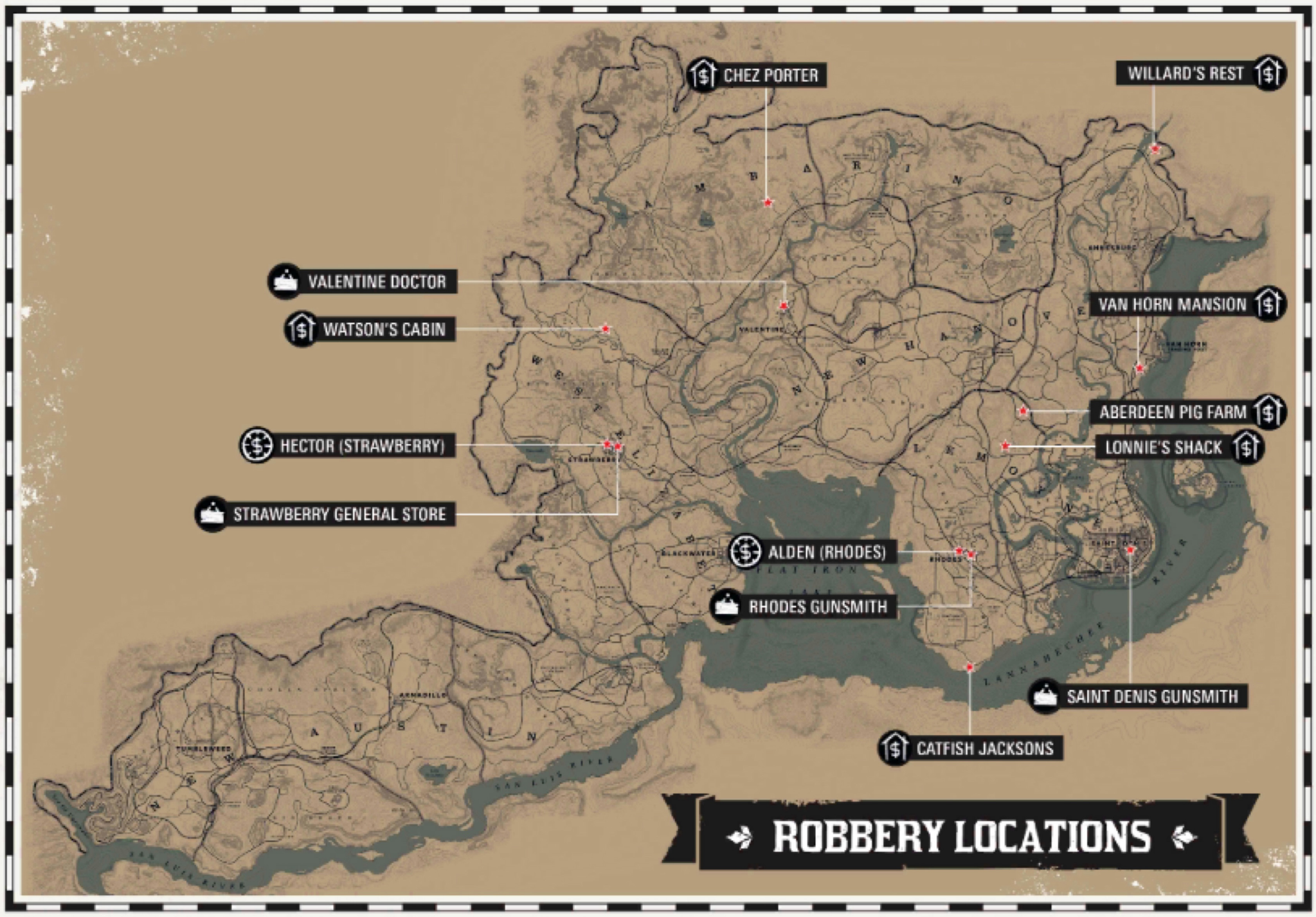
ROBBERIES


CHEZ PORTER
WILLARD'S REST
VALENTINE DOCTOR
WATSON'S CABIN
VAN HORN MANSION
ABERDEEN PIG FARM
HECTOR (STRAWBERRY)
LONNIE'S SHACK
STRAWBERRY GENERAL STORE
ALDEN (RHODES)
RHODES GUNSMITH
SAINT DENIS GUNSMITH
CATFISH JACKSONS
ROBBERY LOCATIONS

★ COACH ROBBERIES ★

You can rob any coach you run into during your travels, though you shouldn't expect any significant profit from this at first. After you complete "The Spines of America" in Chapter 2, it can become more lucrative: from that point forward, you can take any stolen coach to the wagon fence at Emerald Ranch. Once you complete "Friends in Very Low Places" in Chapter 3, you additionally unlock six coach robbery missions.

These always consist of two steps:

- ★ First, you have to obtain a tip from a post office clerk willing to sell you the information. There are two such "discouraged" workers, each leading to three different missions, for a total of six.
- ★ Second, open your satchel and read the corresponding note: this will reveal the mission details and the coach's location on your map.

HECTOR #1 (STRAWBERRY) – After buying the tip from Hector inside the Strawberry post office, head to the ambush location to the northwest of Blackwater. Wait in the highlighted area until the stagecoach arrives. You will need to kill the four men in the vehicle itself, but you can get the two mounted guards to leave by misleading the driver: greet him while unarmed and choose the corresponding dialog option. Once they're gone, eliminate the four individuals that remain, then loot the chest at the back of the stagecoach – either with a lock breaker or by shooting the lock.

HECTOR #2 (STRAWBERRY) – This time, Hector points you to a railway bridge to the northeast of Strawberry. There are many ways to steal the money from the lock box at the back of the coach. An effective solution is to call out to the driver while unarmed so that he stops the vehicle, then take all the guards by surprise – starting with the driver.

HECTOR #3 (STRAWBERRY) – Hector now gives you a tip about an armored banking coach heading to Strawberry. You will need dynamite to complete this mission. Ride to the ambush location to the west. The driver will not stop even if you call him out. You can kill him (and all the other guards), or instead opt for a more creative approach and place a stick of dynamite on the road (R2/RT), then shoot it when the coach rolls over it. Dispatch all targets and, once the coast is clear, blow open the coach's doors.

ALDEN #1 (RHODES) – Speak to Alden inside the Rhodes post office and buy the tip from him. Inspect the note that appears in your satchel to reveal the ambush location, to the north of Rhodes. Wait in the highlighted area until the stagecoach arrives. It is lightly guarded, with a pair of drivers and two additional guards. To make things easier, greet the driver and mislead him: the coach will stop and a guard will inspect one of the vehicle's wheels. If you stand behind the convoy, you can now take out all four enemies with little fuss – even instantly with Dead Eye if you wish. Once they're all down, drive (carefully given your cargo) to the wagon fence at Emerald Ranch. If you happen to run into the law, be sure to leave the coach during the fight to avoid damaging it.

ALDEN #2 (RHODES) – Alden's tip leads you a short distance to the south of Rhodes. This coach has a single driver and one passenger. Stop it however you please. Tackle the passenger when he flees and convince him to tell you where the money is. Once he reveals that the lock box is hidden under the coach, retrieve its contents before leaving the area.

ALDEN #3 (RHODES) – Alden's final tip takes you to a railway bridge to the north of the town. This is a convoy of two coaches with multiple guards. To stop the convoy, kill the drivers of the front vehicle, then take out the others one by one. An effective strategy here is to take up position on the bridge and equip a scoped rifle, then carefully snipe the drivers from a safe distance. This will make the battle more manageable: the mounted guards will come after you first, and you can then deal with the remaining guards when you're ready. Loot both coaches before leaving.

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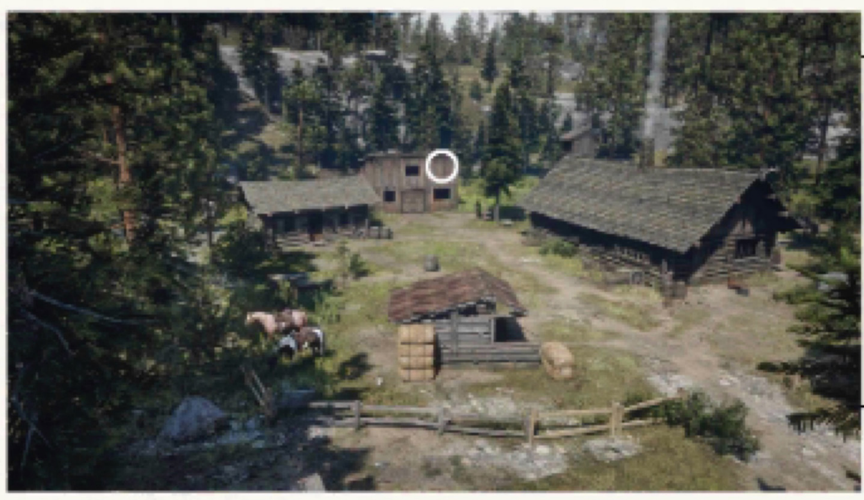
★ HOME ROBBERIES ★

All home robberies (with one exception) are available from the beginning of Chapter 2. Your primary objective is to recover a stash and then make your escape, but some of these assignments will also give you the opportunity to revisit the building on multiple occasions to continue their side-stories – and potentially claim additional loot.

ABERDEEN PIG FARM – This house is located to the southeast of Emerald Ranch. The key prize to loot here is a collection of money clips in an unguarded but hidden lock box that you can quietly pilfer without incident (see accompanying screenshot). If you decide to ransack the entire house, though, you will need to meet its two occupants. Brute force is an option, of course – but we suggest that you allow the scenario to play out naturally. On your first visit, the couple will invite you for a meal and offer you a very strong drink. If you decline and come back at another time, the woman will ask you to taste a dish, which you can again refuse if you wish. Should you accept either offer: be sure to return to the house after the cutscene, and search behind the portrait opposite the front door before you turn your attention elsewhere.

CATFISH JACKSONS – This house, located directly south of Braithwaite Manor, is also visited during a loansharking mission, leading to further scenarios (see page 194). It has two occupants: a father and his son. The more valuable collectibles are found in the son's bedroom and in a chest hidden in the house's crawl space. You can also take a double-barrelled shotgun from above the fireplace, and threaten the son to learn about the stash location. The events that occur here change over time. Early on, you will hear an argument from outside. If you come back at a later point, the father will be passed out on the porch while the son reads in his room. Later still, the father will be alone and aggressive. In the last instance, you can visit to witness the son following in his father's (figurative) footsteps.



CHEZ PORTER – This property lies to the north of Valentine, across the Dakota River. You can rob it on your own, but note that you will not be able to access its hidden stash: this is only possible if you come here with Javier as part of a companion activity (see page 182). The family living here will shoot you on sight. However, it is possible to sneak to the back of the area, particularly at night. You can then quietly take out the two individuals – one outside the barn and one inside. Afterwards, collect the valuables hidden in a chest on the barn's upper platform (accessed via a ladder). You can also find a pump-action shotgun in the main house by climbing a ladder in the master bedroom.

LONNIE'S SHACK – This shack is located in a clearing to the south of Emerald Station. You can visit it on your own, or with Sean as part of a companion activity during Chapter 3 (see page 183). As you move close, you will hear four men engaged in a heated discussion. If you want to avoid bloodshed, wait until they all pass out. You can then enter quietly and crouch-walk around the sleeping men. If you kill all but one of them, you can interrogate him to make him reveal a stash location where a money reward awaits. The shack additionally features various collectibles and a weapon – a double-action revolver hidden under one of the two bunk beds.

VAN HORN MANSION – You will find this mansion a short distance to the south of Van Horn. If you visit it at night, its two occupants will be sleeping on the lower floor. You can err on the side of caution and dispose of them first, but it's perfectly possible to loot the building quietly. There are several collectibles to pick up, as well as cash on the wooden table.

WATSON'S CABIN – This cabin is located to the northwest of Wallace Station. Initially, its only occupant is an elderly woman who mistakes you for someone else and allows you to enter the back rooms without complaint. Climb down the ladder to reach the cellar, where a weapon awaits: the semi-auto shotgun. On a subsequent visit you will hear the woman and her four sons arguing inside the cabin – or the sons only if she did not survive your earlier encounter. If you try to enter, they will attack you immediately. Eliminate them and you will be able to loot the entire house, including the lock box on the kitchen table. If you never kill the woman, you will find her decaying corpse in the bed during the Epilogue.

WILLARD'S REST (CHAPTER 6) – This house is situated near the northeast edge of the world map. You can interact with the lone occupant after you complete the "A Fork in the Road" story mission during Chapter 6. First you will need to show her how to hunt. If you come back at least two days later, you will give her a shooting lesson and get an opportunity to loot a jewelry box. On a subsequent visit at least four days later, Charlotte will invite you to help yourself to any of the collectibles available in her house. You will have a chance to do this again during the game's epilogue.

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★ SHOP ROBBERIES ★

While you can rob shops whenever you wish, some have small stories to tell – and additional rewards for you to claim. In each instance, you first need to investigate certain clues. Once you have enough information (as revealed by an onscreen notification), you can hold up the shop owner and reveal their secret.

RHODES GUNSMITH – Interact with the young man through the basement window (see screenshot). After he tells you what happened to him, enter the shop and press ✪ as you hold the gunsmith up to order him to take you to the basement. Shoot the young man's chains if you wish, then loot the room. The box contains a weapon: the Lancaster repeater.

SAINT DENIS GUNSMITH – Inside the gunsmith store, walk to the far side of the room and knock on the security door. Return to the shop owner and press ✪ as you hold him up to make him open the door. Quietly dispose of the guard on the other side (a melee attack with a firearm will offer a quick takedown), then climb to the top floor. Open the second door to uncover an illegal poker room. Quickly coldcock the guard to make sure that no shots will be fired during the robbery, therefore preventing an unnecessary tangle with the law. There's money for you to retrieve on the table, but you can get much more by threatening the players until they reveal a safe on the nearby wall. Help yourself to the other collectibles before taking your leave.

STRAWBERRY GENERAL STORE – Peek through the general store's basement window to discover a secret moonshine cellar. Head upstairs and press ✪ as you hold up the shop owner to make him open the trapdoor leading to the basement. You will then need to threaten him to make him reveal the existence of a loose brick in the nearby wall by the still. Inspect it to complete the robbery – and feel free to loot the rest of the cellar on your way out.

VALENTINE DOCTOR – There are two different security doors that you can interact with here: one in the doctor's surgery room, and one outside at the back of the building. Knock on either door, then head back to the doctor and press ✪ as you hold him up to make him open the back room. Be ready to face a handful of enemies inside (Dead Eye can really help here), but note that this shootout will lead to an inevitable brush with the law. Before you escape, quickly take the money and the Schofield revolver in the loot box on the table. We suggest you sprint outside and flee on horseback to avoid ending up with a large bounty on your head.

TRAIN ROBBERIES

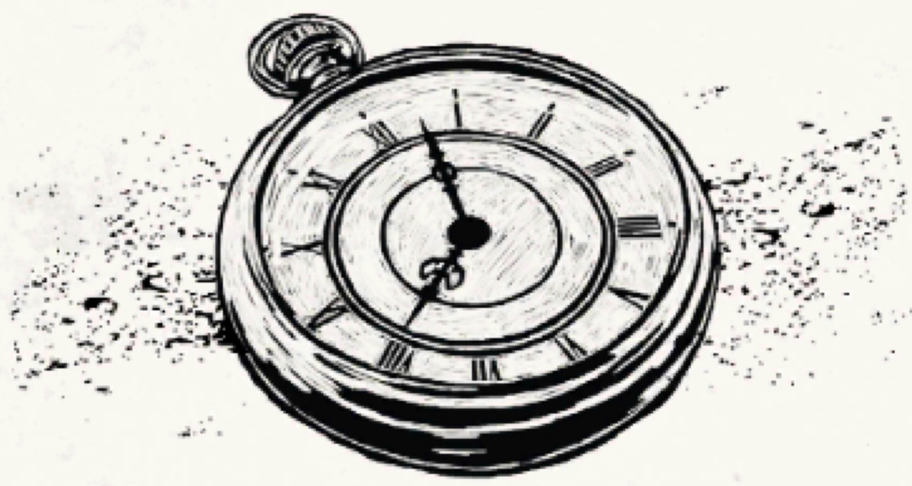
As with coaches, you are free to rob trains that you run into during your travels – a feature unlocked after you complete the "Pouring Forth Oil" story mission during Chapter 2.

The following notes should prove useful:

- ★ You can board a train that you intend to rob in two ways. The first option is to jump on the train as you ride alongside it: press ▢/✕ when the corresponding prompt appears on your screen. You can then loot the train while it's still moving, but it usually makes sense to stop it first to avoid any chances of running into the law. To do so, head to the engine car and threaten or incapacitate the driver.
- ★ You can also climb aboard a train when it stops at a station – but the drawback is that this will expose you to witnesses and make it hard to remain unnoticed.
- ★ Trains are typically guarded by a handful of men that you will need to dispose of. If you throw one of these from the moving train and he doesn't die, be aware that he will likely report your crime.
- ★ Forcing a train to stop away from populated areas is always best, as it decreases the law response should a witness report the robbery.
- ★ With a freight train, you will find a few collectibles and generally a single chest. Passenger trains tend to be more interesting, as they feature more chests, in addition to passengers that you can hold up. Threaten or beat them as required to relieve them of their valuables.

★ TIME-SENSITIVE ROBBERIES ★

Certain fellow gang members will offer you companion activities during the story, many of which involve robberies. Note that these are time-sensitive missions that can only be completed while the gang is based at a specific camp – in other words, during a particular game chapter. Check the accompanying table to ensure that you do not miss any of these opportunities.



ROBBERIES: OVERVIEW

AVAILABILITY	ICON	COMPANION	ACTIVITY
Chapter 2: Horseshoe Overlook Camp		Javier	Home Robbery*
Chapter 3: Clemens Point Camp		Sean	Coach Robbery
		Bill	Coach Robbery
		Sean	Home Robbery
Chapter 4: Shady Belle Camp		Charles	Bank Robbery**
		Micah	Coach Robbery
		Lenny	Coach Robbery

* Also available during Chapter 3
** Exclusive to owners of the Special/Ultimate Edition of the game

HOME ROBBERY: JAVIER (CHAPTER 2 OR 3) – Talk to Javier at camp and follow him to the Chez Porter property north of Valentine. Observe the barn through your binoculars, then walk with Javier behind the shed before taking cover behind the designated rock. Once he starts a fire, shoot the men who come to investigate, then deal with the rest of the family entrenched in the cabin and in the barn. You will find your reward in the barn, in a stash hidden under a storage crate: help Javier to push the latter obstruction aside with △/Y. Javier will leave at this point, but there are more valuables nearby. In the barn, climb the nearby ladder to find a chest full of money on the upper platform. You can then scour the cabin and main house for assorted collectibles.

COACH ROBBERY: SEAN (CHAPTER 3) – Speak to Sean at camp, then mount up and follow him toward Valentine. At the ambush site, equip your favorite weapon and take cover behind the designated log. When the coach is stopped by Mary-Beth, you can either wait for Sean to take the first shot, or do so yourself. Once the fight begins, eliminate all guards. The final one will try to take Mary-Beth hostage; activate Dead Eye and take him out with a headshot. Loot the coach with Ⓐ/Ⓨ, then leave the area quickly.

COACH ROBBERY: BILL (CHAPTER 3) – Speak to Bill at camp, then ride with him to the northwest of Dewberry Creek. Things don't go according to plan when the coach arrives, leaving you with no other option than to chase it and kill the guards while on horseback. At full gallop, adjusting headshots can prove a little awkward: feel free to aim for body shots or activate Dead Eye. Alternatively, you can get a head start while Bill and Tilly are arguing, before the coach arrives: trot to the junction a short distance ahead to intercept the convoy. From this position, a Dead Eye burst can be enough to take down all guards at once. Once they have been dealt with, let Bill plant a stick of dynamite, then shoot it from a safe distance. Loot the coach and leave to ensure that you are not spotted close to the crime scene.

HOME ROBBERY: SEAN (CHAPTER 3) – Talk to Sean at camp and follow him to Lonnie's Shack, located between Rhodes and Emerald Station. Take cover behind the logs while Sean speaks to the thug at the shack's entrance: this puts you in a perfect position to eliminate all foes once the shootout begins. Make sure you leave one outlaw alive: interrogate him to learn about the stash's location, then examine the plank in the southwest corner of the house to complete the mission. Don't miss the opportunity to search both rooms before you leave: there are various collectibles to acquire, including a double-action revolver hidden under one of the bunk beds.

BANK ROBBERY: CHARLES (CHAPTER 4)* – Follow Charles to the Rhodes bank. Take out the lone guard silently from behind (with a bow shot, for example), then walk to Charles and unspool the wire to the marked position. After you push the plunger to trigger the detonation, climb through the opening in the wall. Inside the bank, force the three safes open by pressing ⊗/Ⓐ repeatedly. When the law arrives, sprint to your horse and flee. By riding straight to the south, you can escape the search area relatively quickly. Once the coast is clear, ride back to camp to complete the assignment.

* Exclusive to owners of the Special/Ultimate Edition of the game

COACH ROBBERY: MICAH (CHAPTER 4) – Speak to Micah at camp, then ride with him until he asks you to take cover behind a tree. Wait until the coach arrives, aligning your reticle on the dynamite that Micah planted in advance. As soon as the coach rolls over the explosives, shoot them to stop the vehicle. Kill the survivors with quick headshots, then loot the coach and leave the area.

COACH ROBBERY: LENNY (CHAPTER 4) – You will find Lenny inside the Shady Belle mansion. Follow him to the ambush location and take up position with him behind the designated rock. A few seconds after he starts robbing the coach, several lawmen will emerge from the vehicle: feel free to start shooting as soon as you see one. A well-timed Dead Eye volley should make it easy to take them all down. Once the ill-fated robbery is over, be swift to make your escape.

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BOUNTY HUNTING

The first bounty hunter assignments are unlocked after you complete "Good, Honest, Snake Oil" – a time-sensitive mission that is available from Chapter 2 to the end of Chapter 5 ("That's Murfree Country"). These all have the same broad structure:

- ★ First you need to inspect the poster of a bounty on a notice board in a sheriff station or post office.
- ★ The general location of the individual in question is then marked on your map. Head to the specified area, locate your target, and deliver him or her back to the law – dead or alive depending on the mission's requirements. Taking them in alive is always preferable: it's a little more work (as you have to stun or lasso the outlaw, then hogtie them), but you will get to enjoy a conversation with the prisoner on the return journey.
- ★ After you turn in a bounty, don't forget to collect your reward at the desk of the lawman in charge.

Note that bounty hunter missions are temporarily unavailable when you reach Chapter 6 in the main storyline. You can resume them once you complete "Gainful Employment" toward the end of Epilogue 1.

LINDSEY WOFFORD (DEAD OR ALIVE)

Availability: Complete "Good, Honest, Snake Oil" (Chapter 2)
Walkthrough: This poster is found inside the Saint Denis police station. Head to the highlighted area to the east of Emerald Station. Your target is located in a well-guarded fort. A major shootout begins when you approach the structure's only entrance on the north side. We suggest you take cover behind either wall by the entrance to avoid being flanked. Prioritize the Lemoyne Raider manning the turret, then dispatch all the others. Once only Wofford is left, sprint to his position in the southwest tower and coldcock him with a weapon in hand before you hogtie him and head back.

ELLIE ANNE SWAN (ALIVE)

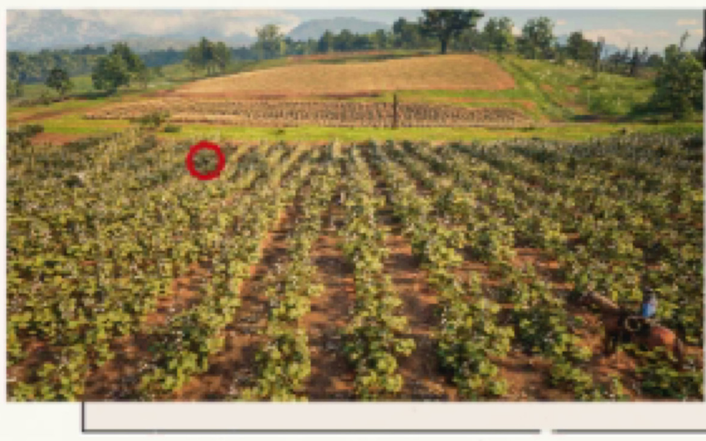
Availability: Complete "Good, Honest, Snake Oil" (Chapter 2)
Walkthrough: This poster is available in Valentine's sheriff station building. Head to the marked area, a short distance to the east of Wallace Station. Ellie is in the middle of a discussion with her boyfriend under a rock overhang by the river. Your goal here is to capture her alive; the boyfriend is mostly irrelevant. Run straight to her with a firearm in hand and knock her out with a melee attack; you can then incapacitate her companion. Note that she will attack you with a knife if you deal with the boyfriend first, making her far more dangerous.

JOSHUA BROWN (ALIVE)

Availability: Complete "Blessed are the Meek?" (Chapter 2) and wait until Strawberry is no longer under lockdown
Walkthrough: This poster is found in the Strawberry jail. Ride to the abandoned mine northwest of town and inspect the campfire at the entrance. After the cutscene, an automatic Dead Eye moment is triggered: hold R2/RT lightly when prompted to fill up your meter, then fully to initiate the actual slow-motion effect. You can then align your reticle on Brown's right hand and fire before he can even grab his gun. Chase him as he runs away and stop him with either a tackle (◎/Ⓑ) or your lasso.

MARK JOHNSON (ALIVE)

Availability: Complete "The Joys of Civilization" (Chapter 4)
Walkthrough: You will find this poster in the Rhodes train station. Your bounty has set up camp in the designated area to the northeast. He will surrender immediately and ask if he can say his farewells to his family. If you accept, you will gain a nominal honor increase, but will be ambushed on the way back; if you refuse, the return journey will be less eventful. Either way, equip your lasso and hogtie him, then ride back to Rhodes. After you pass under the railway bridge, Johnson will cut himself free: capture him with your lasso and once again stow him on your horse. If you allowed him to speak with his son earlier, this is when the ambush will occur. A handful of men will attack you; feel free to either shoot or outpace them.

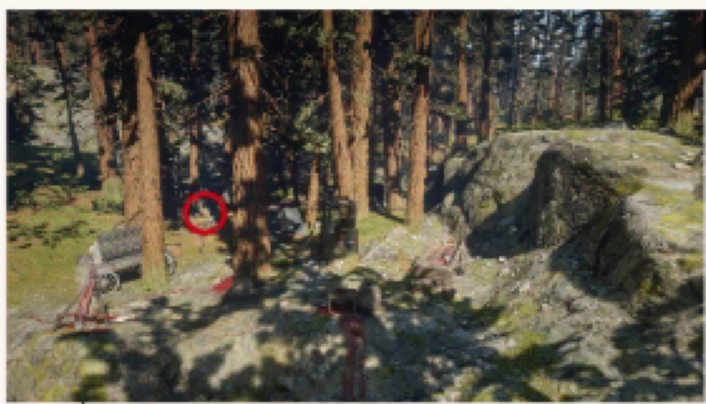


ROBBIE LAIDLAW (ALIVE)

Availability: Complete the "Mark Johnson" bounty hunting mission and loot the Old Harry Fen shack (see page 339)
Walkthrough: This poster is displayed on a wall of the Rhodes train station. Head to the cabin by the road just southeast of Braithwaite Manor. You will be assaulted when you enter, allowing the bounty to escape. Equip a weapon to quickly knock out your assailant with a melee hit, then whistle your horse and ride to the highlighted area to the northwest. The bounty is hidden in a cotton field – more precisely, at the northwest edge of the highlighted zone. He will throw a fire bottle when you approach. Keep your eyes on him from this point forward (though he will also be marked on the radar) until you can lasso and hogtie him, then take him back to Rhodes.

ANTHONY FOREMAN (ALIVE)

Availability: Complete "Gainful Employment" (Epilogue – Part 1); only accessible if you did not kill Anthony Foreman at the end of "No, No and Thrice, No" during Chapter 4
Walkthrough: You'll find this poster inside the Saint Denis police station. Make your way to Doyle's Tavern, a short distance to the northeast, and question the bartender. Foreman will make a break for it during the conversation: give chase immediately, first on foot and then on horseback. Once you catch up, stop him with your lasso and hogtie him as usual before taking him in.



OTIS SKINNER (DEAD OR ALIVE)

Availability: Complete "Gainful Employment" (Epilogue – Part 1)
Walkthrough: Pick up this poster in the Blackwater police station and ride to the highlighted area, to the southwest of Manzanita Post. Make your approach from the east: this will enable you to fight the group of Skinners from the top of the large rock right by their camp. From your position, pick off your foes with headshots, making sure you don't hit the bounty if you want him alive – note that he's the only one wearing a tall hat. Be ready to deal with dogs and enemies wielding machetes should they approach you. Once it's safe to do so, sprint to your bounty. Equip a firearm, coldcock him with Ⓞ/Ⓑ at close range, then hogtie him. More Skinners will arrive as backup: kill them if you have to, otherwise stow the bounty on your horse and gallop back to the Blackwater police station.

ELIAS GREEN (DEAD OR ALIVE)

Availability: Complete "Gainful Employment" (Epilogue – Part 1)
Walkthrough: You will find this poster in the Blackwater police station. Head to the designated area, just west of Beecher's Hope. Investigate the small camp in Eagle Eye mode to reveal tracks: locking them with R1/RB reveals a new highlighted area deeper into Skinner territory to the southwest. Several Skinners are gathered there with your bounty. Approach quietly and you can secure a free kill to open hostilities: either Elias himself (he wears a bearskin hat) if you want him dead, or one of his accomplices. If you intend to capture him alive, dispatch the Skinners with quick headshots (optimally via Dead Eye). Elias will immediately sprint to his horse in an attempt to escape. If you are efficient in dealing with the others, you can rush over and knock him out before he can mount up.

JOAQUIN ARROYO (ALIVE)

Availability: After completing "Gainful Employment" (Epilogue 1) and witnessing the "Del Lobo Execution" chance encounter in Tumbleweed (see page 226)
Walkthrough: This poster is found in the Tumbleweed jail. Head to the barn directly southwest of Benedict Point. As you get close, you can eavesdrop on a conversation where two Del Lobos discuss if they should murder a terrified young man. Kill them and question their would-be victim to learn about an imminent train robbery. Gallop to the waypoint to the west, where you will find another three Del Lobos by the railroad. Joaquin Arroyo is the one wearing a red shirt, so do not shoot him if you plan on keeping him alive. Instead, stay on horseback and dispatch the other two with quick headshots, then chase and capture Arroyo as he flees.

ESTEBAN CORTEZ (DEAD OR ALIVE)

Availability: After completing "Gainful Employment" (Epilogue 1) and witnessing the "Del Lobo Execution" chance encounter in Tumbleweed (see page 226)
Walkthrough: This poster is found in the Tumbleweed jail. It leads you to a mine southwest of Tumbleweed, where you will find members of the Del Lobo gang shooting sticks of dynamite in midair. Use the commotion to take them by surprise. Once the coast is clear, enter the mine and dispatch the guards. Your target awaits at the end of the tunnel. Sprint to him and punch him with a firearm in hand to knock him out instantly. You can then hogtie him. As you exit the mine, three Del Lobos will attack you from above: turn around and take them out with quick headshots with your best sidearm before you take Cortez back to Tumbleweed.

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STRANGER MISSIONS

This section details unlock conditions and offers walkthroughs for stranger missions – optional assignments that involve colorful characters. All of these individuals are initially identified as "strangers" and marked with ? when you first approach their locations – it's only after you interact with them that their names are revealed.

Note that certain time-sensitive stranger missions are covered in the chapter of this guide dedicated to story missions. These are:

- ★ "We Loved Once and True" (see page 48)
- ★ "Brothers and Sisters, One and All" (see page 76)
- ★ "Help a Brother Out" (see page 76)
- ★ "Fatherhood and Other Dreams" (see page 77)
- ★ "Do Not Seek Absolution" (see page 99)
- ★ "Of Men and Angels" (see page 100)
- ★ "The Course of True Love" (see page 100)

Some endeavors that technically qualify as (or begin with) stranger missions are so substantial that they are covered in their own dedicated sections later in this chapter.

ARCADIA FOR AMATEURS – I TO V

Availability: Chapter 2 onward.
Walkthrough: You can meet this stranger, Albert Mason, by the river just southeast of Strawberry (I). After your first conversation, head to the highlighted area. The coyote that stole Mason's bag will run to the west, between two shacks: hit it with any weapon, then retrieve the bag and deliver it back to the photographer. Two in-game days later, Mason can be found to the northwest of Wallace Station (II). When the wolves attack, take them out in any manner you see fit. Brief bursts of Dead Eye can be useful here. Your next encounter occurs a short distance to the north of Emerald Ranch, after at least 48 in-game hours have elapsed (III). After your conversation, mount up, ride to the wild horses to the northwest, and herd them back toward the waypoint. Albert Mason appears for the fourth time on the east side of the Lagras swamps, again at least 48 in-game hours later (IV). Once in the boat, your goal is to row to the three highlighted areas in turn. At the westernmost highlighted area, Mason will ask you to jump off the boat and lure the alligator. For the final, cutscene-only encounter, Mason is found at a beautiful viewpoint just north of Horseshoe Overlook (V), a minimum of two in-game days after the previous stage.

THE SMELL OF THE GREASE PAINT – I & II

Availability: Chapter 2 onward.
Walkthrough: Miss Marjorie, the stranger who will give you this mission, is engaged in an argument with her friend Bertram inside the Van Horn saloon (I). When the opening cutscene ends, defeat Bertram in a fist fight. Block each of his attacks and follow up with extended counters to make short work of him. Afterwards, head to the highlighted area to the southwest of Van Horn to find Magnifico camping in the woods (II). As soon as he escapes, chase after him until you reach the river. If you lose sight of him due to the smoke, consult your radar. Cross the river and search the three colored smoke clouds, then resume the chase. When he disappears again, look for him in the nearby tree. Run after him one last time, following the blips on your radar, until a cutscene is triggered. If you head to the Saint Denis theatre after this, you will have a chance to watch a live performance of Miss Marjorie and her troupe. After the show, speak to the ticket taker to receive a letter from Miss Marjorie and the cut of the proceeds you were promised.

OH, BROTHER – I TO III

Availability: Chapter 4 onward.
Walkthrough: Approach the two brothers arguing outside Valentine's general store (I). After the cutscene, shoot the bottles above their heads, triggering Dead Eye to ensure that you don't accidentally kill them. On a subsequent visit to Valentine at least 24 in-game hours later, you can meet Proetus and Acrisius again in the backyard of the saloon (II). This time they will ask you to punch them. A further 24 in-game hours later, at your earliest convenience thereafter, the twins take on their ultimate challenge at Cumberland Falls, to the west of Valentine (III). Push the barrels, then get on your horse and ride with Helen to the highlighted area downstream.

FUNDRAISER

Availability: From the beginning of Chapter 2 to the end of Chapter 6.
Walkthrough: Head to the northwest part of Saint Denis, close to the tailor, to find a lady raising money for the construction of a building for veterans and their families. Donating the $20 she asks for leads to a small honor gain. If you choose to loot the lock box instead, you will receive a few dollars – but lose a large amount of honor and be chased by the law. Either way, the proposed structure will actually be built by the time you begin the game's epilogue.

HE'S BRITISH, OF COURSE – I & II

Availability: Complete "The New South" (Chapter 3).
Walkthrough: This stranger is encountered between Emerald Station and Rhodes, sitting on an overturned circus caravan. After your conversation, head to the highlighted area to the southwest of Emerald Station, where you will find the "zebra". Walk to it and calm it, or capture him with your lasso, before riding it back to Margaret.

HE'S BRITISH, OF COURSE – III

Availability: Complete the previous part of this mission.
Walkthrough: Head to the northeast edge of Rhodes to find Margaret's assistant. Look for the trail in the nearby shrubs using Eagle Eye, then follow it northward until you find the dead "lion". Put the corpse in the wagon then take cover behind the designated log. Once the "tiger" jumps inside, shut the door to lock it in. Drive back to Margaret's camp to complete the assignment.

HE'S BRITISH, OF COURSE – IV & V

Availability: Complete the previous part of this mission.
Walkthrough: Margaret's final missing animal is located at Emerald Ranch, inside the barn. Follow its trail, then head back outside and run to the stalls just north of the barn. Tag the beast's head multiple times during the automatic Dead Eye moment, then fire to take it out. Don't forget to collect your trophy (a lion's paw) before you return to Margaret's camp to end the mission and receive an emerald.

NO GOOD DEED

Availability: Complete "American Distillation" (Chapter 3) and any two other story missions; can be started between 6am and 6pm only.
Walkthrough: You will find this stranger seated on a wooden crate to the northeast of the Rhodes saloon. After the cutscene, ride to the waypoint to the northeast. The wagon you're looking for is by the river on the southwest side of Macomb's End. To reach it, though, you will need to defeat a group of thugs. Stealth is not an option here, so approach from the front, pick off a target to start the fight, then take cover behind a tree. Push forward whenever the coast is clear until all men are down, then drive the wagon back to the doctor. A couple of mounted foes will attack you during the journey back, but these pose no real danger.

THE INIQUITIES OF HISTORY

Availability: Complete "An Honest Mistake" (Chapter 3).
Walkthrough: This stranger, Jeremiah Compson, lies on a bench outside the train station in Rhodes. After speaking to him, make your way to his old house to the north. Enter it via the back door and start looking for Compson's belongings. The first one, **the antique pocket watch**, rests on the fireplace in the living room. There are also four letters that you can collect to learn a little more about Jeremiah. Next, head to the second fireplace: when you examine the photo on it, two thugs armed with knives will appear. You can fight fair and square, alternating between blocks and counters, or draw a weapon to take them down with instant headshots. After the fight, pick up **Compson's broken pistol** and walk to the trap door in the parquet floor. Open it and head downstairs to find a secret basement, where the **ledger** awaits (along with a diary). Once you have all three items, speak to Jeremiah at the waypoint. Note that you will gain honor if you kill him after confronting him.

THE TIES THAT BIND US – I & II

Availability: Complete "The Joys of Civilization" (Chapter 4).
Walkthrough: You can find two prisoners (Mr Black and Mr White) outside Rhodes. They ask you to remove five wanted posters that are displayed in the town. One of them is in the hands of a bounty hunter outside the saloon. He will refuse to give it to you, so you will need to loot it after whatever measure of force you deem appropriate. Two posters are found on telegraph posts: one opposite the doctor's office, the other outside the gunsmith. You'll need to beat up the man leaning against the latter first, so be mindful of witnesses. The final two posters are posted on noticeboards: one inside the train station, the other right next to the sheriff's office. Once you have retrieved all five, meet up with the two fugitives at a campfire directly south of the train station. At this point, you can either capture the two convicts for the bounty reward (and end the mission strand here), or burn the posters to trigger the next part of this mission.

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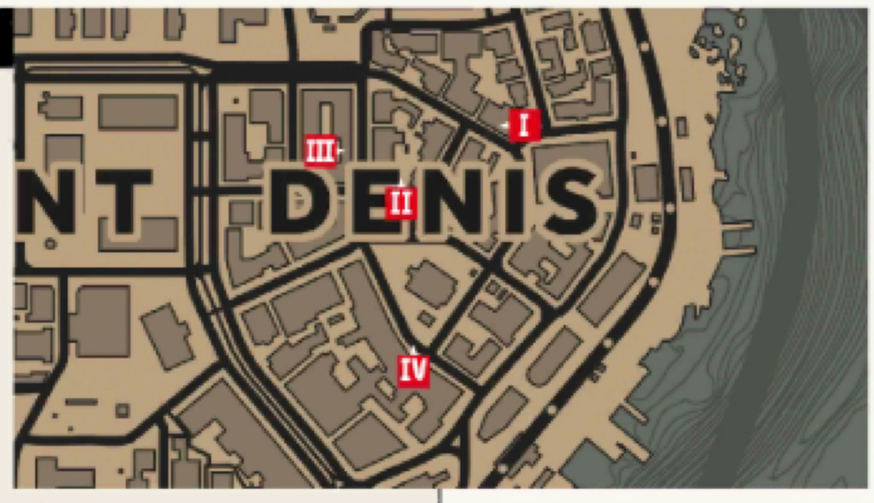
THE TIES THAT BIND US – III TO V

Availability: Complete the previous part of this mission, choosing to burn the posters, and wait at least 24 in-game hours.
Walkthrough: The two fugitives have now set up camp by Dewberry Creek, to the north of Rhodes (III & IV). They are both sick and ask for a health cure. If you decide to help, feel free to give them the item immediately; if you don't have one to hand, it can be crafted or purchased from any doctor. Doing so unlocks a final potential encounter with Mr Black and Mr White at least one in-game day later. This occurs in the wilderness, to the northwest of Strawberry (V). Head toward the raised wooden cabin to witness their bickering one last time.

THE ARTIST'S WAY – I TO IV

Availability: Complete "The Joys of Civilization" (Chapter 4).
Walkthrough: The stranger behind this mission strand is found at Doyle's Tavern in Saint Denis. One in-game day after this first encounter (I), you can meet Charles Châtenay again – this time in a precarious situation in a back alley at the heart of the city (II). Deal with the man pointing a gun at Châtenay to save him. Another 24 in-game hours later, pay him a visit at the nearby art gallery (III) between 6am and 6pm. Assist him during the brawl, then walk with him. Finally, 48 in-game hours later, you will find him disguised as a woman close to the gunsmith (IV), where he will need you to escort him to the docks. Just as you reach his ship, a few men will attack. Punch them with a firearm equipped to knock them out instantly. After two in-game days, you will receive a letter from Charles; he informs you that the drawing he gave you during the opening cutscene is now worth much more. Feel free to sell it at a fence if you need money.



A BRIGHT BOUNCING BOY – I

Availability: Complete "The Joys of Civilization" (Chapter 4); between 6am and 6pm only.
Walkthrough: This stranger, Marko Dragic, is found in the park in the southwest of Saint Denis during the day. After the cutscene, you gain control of a boat on the lake. Using broadly the same commands as when riding a horse, your goal is to destroy stationary warships (X) while avoiding or blowing up the mines on the way; the latter hazards will home in on you if you get close, so maintain a safe distance at all times. Return the boat to the dock when you're done, then repeat the same task – this time on moving sailboats. Wait in your starting position to stay clear of the mines and let the sailboats come to you, taking their speed into account when you fire.

A BRIGHT BOUNCING BOY – II

Availability: 24 in-game hours after you complete the previous part of this mission; only available if there is an active thunderstorm.
Walkthrough: Visit Marko Dragic at Doverhill between 10pm and 5am, in the far northeast corner of the world map. He needs you to place lightning conductors in electrostatic fields. To find them, you have a detector that you can aim by holding L2/LT: the coil flashes more rapidly as you approach an appropriate position. Head to the highlighted area right in front of your starting point and use the device to locate the first field. Press A/Y to place a conductor. Repeat this with the next two: the second is up the hill directly northwest of where you placed the first detector, and the third then lies to the east. Return to the lab once all three conductors are in position. Next, you need to climb the tower opposite the lab entrance using the long ladder by the central pillar. Inspect the switching array and operate the switches as follows: first the two side switches in either order, and then the middle switch. Return to the lab when you're done. On a subsequent visit to the lab, at least 48 in-game hours later, you will have a chance to acquire the electric lantern and find out what happened to Marko in the meantime. This leads to the appearance of a special character that we cover on page 234.

THE MERCIES OF KNOWLEDGE – I TO IV

Availability: Complete "The Joys of Civilization" (Chapter 4).
Walkthrough: This stranger is a professor located in the Saint Denis slums in the northeast of the city. After the cutscene, head to the Rhodes train station between 6am and 6pm and ask Alden, the clerk, about the moonshine. Read the note in your satchel, then make your way to the ambush site at the three-way junction in Bluewater Marsh, north of Saint Denis. This is a fairly routine coach robbery: call out to the driver to make him stop the wagon, then move to a position where you have a good angle on the guards and take them all out in rapid succession. As you drive the wagon back to Professor Bell, be mindful that your cargo is fragile: you need to move slowly and carefully to avoid bumps. After the cutscene, ride to the police station and talk to the chief behind the counter. In exchange for the permit required by the professor, he demands a payment of $100. If you negotiate, you can haggle this down to $50 (asking aggressively has the opposite effect, bumping up the price to $150). Pay him, then return to Bell.

THE MERCIES OF KNOWLEDGE – V TO VII

Availability: Complete the previous part of this mission.
Walkthrough: The professor, still in the Saint Denis slums, now asks you to capture a subject for his experiment – a bounty by the name of McDaniels. Read the poster in your satchel to reveal the whereabouts of your target, who is found to the northwest of Emerald Station. The man has set up camp with multiple companions just north of the railway. Stealth is not an option here, and the bounty will attempt to escape soon after you are detected. It therefore makes sense for you to remain on your horse the whole time. Dispatch a few enemies, then chase your target as soon as he flees. You must capture him alive, so lasso and hogtie him, then take him back to the professor in Saint Denis, being ready for a potential ambush on the way. The finale of this mission takes place in front of the gallows in the center of Saint Denis, at least 24 in-game hours after the previous step. Loot the body of the professor before you leave to obtain the electric chair blueprint.

THE WISDOM OF THE ELDERS – I

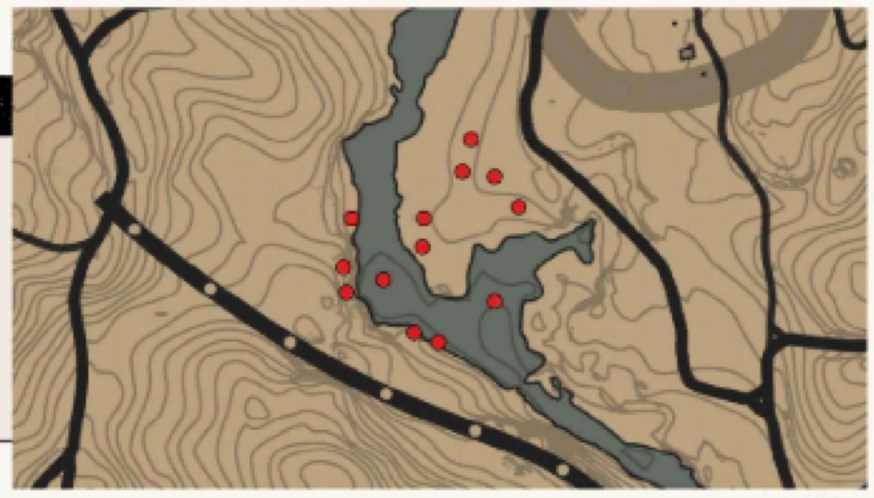
Availability: Complete "Fleeting Joy" (Chapter 5)
Walkthrough: Head to the base of the long railway bridge directly to the west of Van Horn. Pick the man up when he collapses and carry him back to Butcher Creek, a short distance to the north.

THE WISDOM OF THE ELDERS – II

Availability: 24 in-game hours after you complete the previous part of this mission; between 12am and 7am only.
Walkthrough: Head to the highlighted area behind the house and kill the mangy dogs that attack you. Note that melee attacks followed by hip shots work well to repel them if they get too close. A second highlighted zone now appears by the bridge: run there and save the villager, then assist a second individual that runs across the bridge. Afterwards, escort them both back to their building.

THE WISDOM OF THE ELDERS – III

Availability: Complete the previous part of this mission.
Walkthrough: Ride to the forest to the southwest of Butcher Creek. You have 13 cursed objects to destroy in the highlighted area. They all hang from trees, with their wind chimes revealed when you activate Eagle Eye. The most reliable way to spot them, though, is to keep an eye on your radar: whenever you move within proximity of a cursed object, a red dot briefly appears on the mini-map, showing you its exact position. Return to Obediah when you're done.



THE WISDOM OF THE ELDERS – IV

Availability: Complete the previous part of this mission.
Walkthrough: Ride to the mine to the northwest of Butcher Creek. Tap ⊗/Ⓐ repeatedly to remove a plank from the entrance, then walk inside. After the explosion, head through the opening on your left. You will soon notice that the fumes take a gradual toll on your health meter. This serves as a time constraint, but you should still stop and loot the bodies on the way – some of them are holding valuables. Keep advancing through the network of tunnels until you reach the exit. A cutscene is triggered as you return to Butcher Creek. When it ends, collect the bill stacks and the letter on the nearby table before you leave.

IDEALISM AND PRAGMATISM – I

Availability: Complete "The Gilded Cage" (Chapter 4) and open Mayor Lemieux's letter; between 10pm and 5am only.
Walkthrough: This mission begins at the mayor's house, on the northwest edge of Saint Denis. After the cutscene, drive to the art gallery to the east. Once you reach Professor Shiftacre, follow him from a safe distance. After he takes a left and walks toward the fountain, with no witnesses in sight, confront him. You will need to beat him a few times to intimidate him sufficiently. Return to Jean Marc to complete this assignment.

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IDEALISM AND PRAGMATISM – II

Availability: Complete the previous part of this mission and open Mayor Lemieux's second letter; available between 10pm and 5am only.
Walkthrough: After visiting the mayor's house, head to the highlighted area to the north of Saint Denis. When the red coach arrives, trot alongside it and press ▢/✕ to jump on board. Follow the onscreen prompts to intimidate Hector Fellowes.

IDEALISM AND PRAGMATISM – III

Availability: Complete the previous part of this mission; visit the mayor's house between 10pm and 5am.
Walkthrough: Your target this time is Jean Marc, the man that accompanied you during your earlier "meeting" with Professor Shiftacre. Head to Rue de Zacharie, a couple of blocks to the south, and confront Jean Marc as he's about to enter his house. You now need to carry him back to the mayor's house without being detected. To do so, walk through the park right in front of you, use the exit on the northeast side, then head west followed by north to reach your destination. After following Lemieux to the back of his property, you have a choice to make between killing Jean Marc (in which case you'll need to drop his body in the water) or letting him go (which leads to an honor gain). If you opt to kill Jean Marc, you will lose a little honor, but enjoy a permanent 10% discount in all shops in Saint Denis.

THE VETERAN – I

Availability: Chapter 6 onward
Walkthrough: You will find this stranger seated against a rock by O'Creagh's Run, to the west of Annesburg. After your conversation, run toward the highlighted area to the east. You will soon see the man's horse, Buell, by the lake. Walk to him while holding L2/LT and press ▢/✕ as prompted to calm and pat him. Once he has accepted you, lead him back to the veteran – who then introduces himself as Hamish Sinclair.

THE VETERAN – II

Availability: 24 in-game hours after you complete the previous part of this mission; between 6am and 6pm only.
Walkthrough: Visit Hamish Sinclair at his cabin. Once inside the boat, row to the highlighted area, then equip your rod with the special lake lure and start fishing. When your companion falls in the water, press △/Y to grab the oars and row to him. Row to the fishing spot and set up again. This time, the legendary northern pike will bite – and give you a serious challenge. To succeed, we strongly suggest that you employ our advanced reeling-in technique. In short, the idea is to boost the efficiency of your reeling sessions by regularly tilting L downward to pull the rod up – see page 165 for details.

THE VETERAN – III

Availability: 24 in-game hours after you complete the previous part of this mission; between 6am and 6pm only.
Walkthrough: If you pay Hamish Sinclair another visit at his cabin, you will soon find yourself on the trail of a wolf. When Hamish asks you if you want to track the animal yourself, feel free to accept his offer: Eagle Eye enables you to follow the trail at your own pace. When you approach a wolf at the end of the path, be ready for an ambush in which an entire pack will attack you. They move fast and can reach you within a split second: should one manage to bite you, unleash a swift melee blow followed by a volley of hip shots. Be ready for an automatic Dead Eye moment when the leader of the pack rushes toward you.

THE VETERAN – IV

Availability: 24 in-game hours after you complete the previous part of this mission; between 6am and 6pm only.
Walkthrough: You can visit Hamish Sinclair one last time at his cabin. After the cutscene, go after the legendary boar until its trail leads you back to Hamish. Mount up and inspect the marked dead wolf at the top of the nearby hill. When you hear gunshots, gallop to the highlighted area until you find Hamish again. During the automatic Dead Eye moment, tag the boar's head multiple times to take it out instantly. Don't forget to hold △/Y when close to it to take a trophy from the animal. You can also claim Hamish's horse at this point if you wish, or at least take him to a stable to keep him safe.

THE AMERICAN INFERNO, BURNT OUT – I TO V

Availability: Complete "The Landowning Classes" (Epilogue 1).
Walkthrough: This stranger can be found atop a rocky promontory to the southwest of Strawberry (I) between 6am and 6pm. Evelyn Miller invites you to visit him 24 in-game hours later. His cabin is located at Tanner's Reach, straight west from Manzanita Post (II). Follow him on horseback, freeing the trapped animal on the way. When you reach the hunter camp, be ready for a short battle. You can either knock your opponents out with a weapon in hand, or kill them outright. On a subsequent visit at least 24 in-game hours later (III), you will find Miller so busy that he doesn't even take the time to eat. Leave him food at his door if you have any; buy, hunt or cook some otherwise. You will need to repeat this on a return visit another day later (IV). Return one last time, at least 48 in-game hours afterwards, to bring this story to a close (V). Pick up the platinum pocket watch on his desk before you set the curtain on fire in accordance with Miller's instructions.

AMERICAN DREAMS

Availability: Complete all three "Murder Scene" chance encounters (see page 223); between 10pm and 5am only.
Walkthrough: Once you've assembled the pieced-together map by completing the three "Murder Scene" chance encounters, you can open the basement doors shown in this picture – found at Lucky's Cabin, a short distance to the southwest of Valentine. Inside, you will find a couple of collectibles and, more importantly, a knife to inspect. After the cutscene, press ◎/Ⓑ to briefly stun your assailant, then knock him out with a barrage of punches. Hogtie him and take him to the waypoint in Valentine. When the murderer assaults the sheriff, activate Dead Eye and shoot the criminal in the head. You will be thanked for this with a bill fold. Should you fail to intervene in a meaningful fashion, the sheriff will eventually overpower and kill his assailant – but you will not receive a reward.

A FINE NIGHT FOR IT

Availability: Complete one of the "Torch Procession", "Stalking Shadows", "Spooked Horse", or "Voice" chance encounters (see page 223); mission available between 10pm and 5am only.
Walkthrough: After completing any of the chance encounters listed above, head to this stranger at night time – he has set up camp in the Bayou, just northwest of Lagras. Listen to his story and agree to help him. Follow him until you reach his property. A handful of Night Folk occupy the area: take the first one by surprise, then pick off the others as they sprint in your direction with instant headshots. After you enter the house, reinforcements arrive. Take cover behind the railing and dispatch them one by one, prioritizing those who wield machetes – these can potentially kill you with a single blow.

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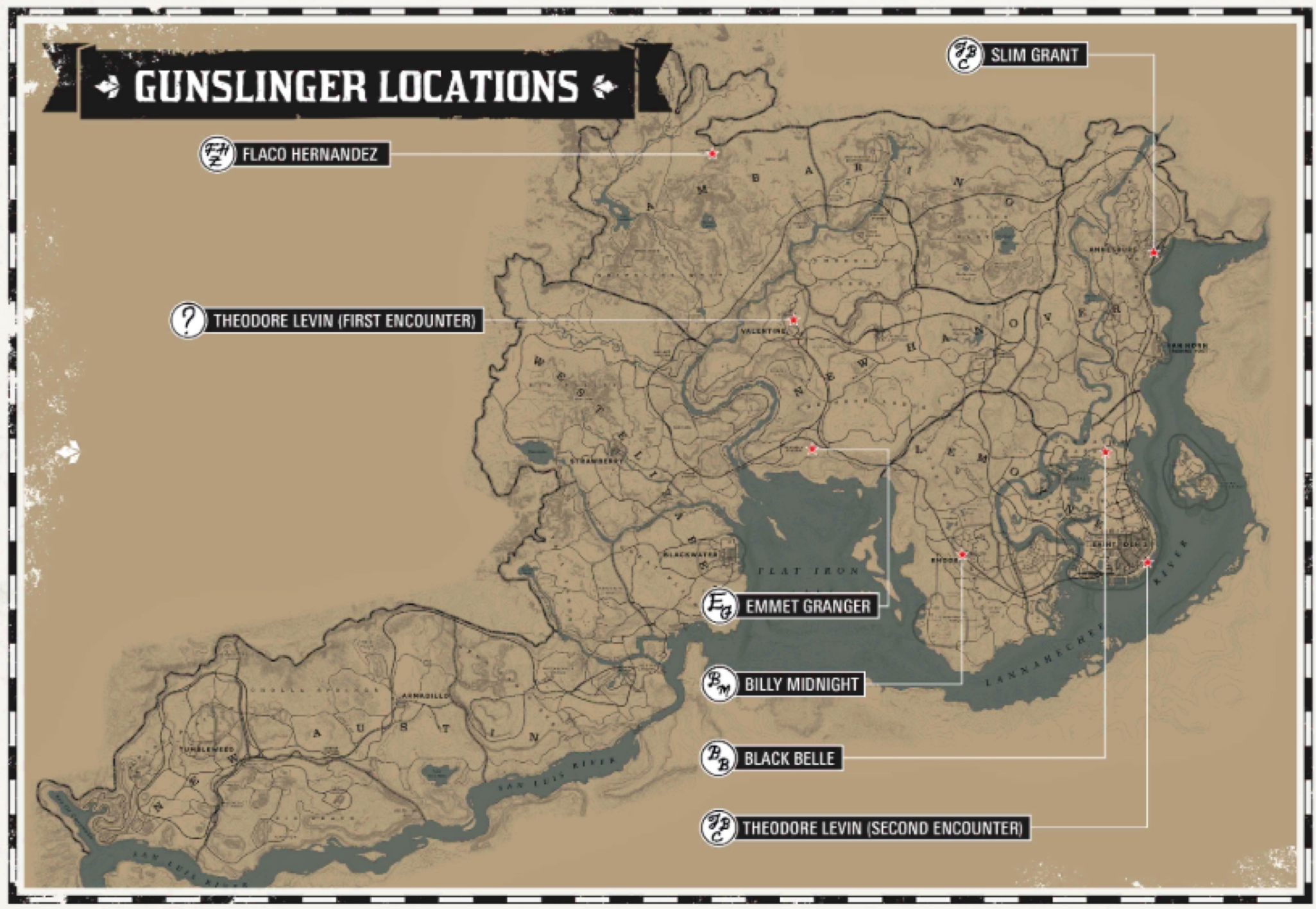
GUNSLINGERS

This mission strand can be started from Chapter 2 onward by talking to Theodore Levin, the "stranger" sitting at the bar in Keane's Saloon, on the east side of Valentine. He gives you four photos, as well as a camera. This triggers the multi-step assignment called "The Noblest of Men, and a Woman".



THE NOBLEST OF MEN, AND A WOMAN – I & II

The first four assignments each follow the same structure:

- ★ First, open your satchel and examine one of the photos that Levin gave you: press ⊗/Ⓐ as you hold it to flip it and read the text on the back. This officially triggers the related gunslinger mission.
- ★ Head to the waypoint that appears on your map and complete the required steps, as described in our walkthroughs in this section.
- ★ Every time you are done with a gunslinger, **be sure to collect their weapon from the ground** (with one exception, as detailed in the appropriate walkthrough). These firearms have unique stylings – and this is your one and *only* chance to obtain them. If you leave and come back later, they will be gone.
- ★ Before you leave, take a picture of each gunslinger. You need a close-up view of the entire body for the shot to qualify.

EMMET GRANGER

After reading the text on the back of Emmet Granger's photo, head to the small homestead in the highlighted area, directly east of Flatneck Station, and speak to the man. When asked to clean the hog pen, pick up the pitchfork. Press ▢/Ⓧ near manure to scoop it, then drop it off in the wheelbarrow. After the cutscene, place dynamite on the manure store by holding R2/RT. The events that follow lead to an inevitable duel, and you have no other choice than to kill Emmet. Disarming him is not an option, and he is extremely aggressive. As soon as the duel begins, hold R2/RT lightly when prompted to fill up your meter, then press fully to trigger the actual slow-motion effect: this leaves you ample time to adjust a clean headshot. Once Emmet is down, collect his weapon. You can then equip your camera from the item wheel and take a picture of his body.

BILLY MIDNIGHT

Visit the Rhodes train station and speak to the clerk at the ticket booth: hold L2/LT and press ✕/A to inquire about Billy Midnight. Hop aboard the train that pulls into the station, then head to the bar car to find the gunslinger. After you speak to him, give chase until you both end up atop a carriage. A duel ensues and, once again, you need to fill your meter first (hold R2/RT lightly) then trigger Dead Eye (press firmly) and fire. Midnight will crouch so be prepared to aim low. His death is unavoidable; even if you disarm him, he will take his own life with another gun, or die to a second shot to his hand. Take a picture of his body and claim his pistol before you leave.

THE NOBLEST OF MEN, AND A WOMAN – III TO IV

Once you have the pictures of all four gunslingers and complete the Chapter 4 story mission called "A Fine Night of Debauchery", this next step is unlocked. Return to the old saloon in Valentine and ask the bartender about Calloway. He tells you where to find Levin and Calloway: on the Grand Korrigan riverboat in Saint Denis. Speak to the guard at the entrance on arrival to trigger a cutscene where you learn about your next target – Slim Grant.

FLACO HERNANDEZ

Flaco Hernandez is hiding out near Cairn Lake, a short distance to the southeast of Colter (where your camp is based during Chapter 1). His camp is guarded by a few men. Threaten them and they will let you through, or dispatch them if you prefer. Flaco himself is inside the shack: call him out with your weapons holstered to make him step outside. A duel ensues: fill your meter by holding R2/RT lightly, then fully to trigger Dead Eye. You should ideally aim to kill the gunslinger with a headshot; if you disarm him, he will pull out a second weapon and attack again. Grab the revolver and take a suitable picture of his corpse before you depart.

BLACK BELLE

Black Belle is found in a stilt cabin at Bluewater Marsh, directly north of Saint Denis. After your meet with her, bounty hunters arrive. Press □/X to detonate the explosives when she instructs you to, then help her to eliminate the various waves of reinforcements. As soon as the wagon-mounted Gatling gun enters the fray, be quick to pick off the individual manning it. More foes will continue to pour in from all directions. Take them all out, prioritizing anyone who attempts to head for the turret. Once the dust settles, photograph Black Belle. There is no weapon to collect on this occasion.

SLIM GRANT

Make your way to the sheriff's office in Annesburg and speak to the lawman inside. After your conversation, head to the outlaw camp highlighted on your map, to the west of Annesburg, on the north side of the river. Your goal here is to capture Slim Grant, who is tied to a tree. There are only a handful of thugs to eliminate, so these should pose no problem. Once they're all dead, cut Grant free then stow him on your horse and take him to the designated drop-off point to the northeast, by Brandywine Drop. When the duel begins after the cutscene, proceed as usual: hold R2/RT lightly when prompted to fill up your meter, then press fully to trigger the actual slow-motion effect and shoot your target. You can then claim his gun.

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LOANSHARKING

You receive all loansharking missions from Strauss, one of the Van der Linde gang members. Most of his assignments are intertwined with the main storyline – and therefore covered in the Missions chapter of this guide – while a few of them are entirely optional. For ease of reference, we document them all here. In this entire "Money Lending and Other Sins" storyline, your goal is to retrieve money from debtors.

These missions are time-sensitive, and must be completed before you reach a critical point in the main story during Chapter 6. If necessary, consult the flowchart on page 94 of the Missions chapter for details.

MR WRÓBEL

Availability: Money Lending and Other Sins – I & II (Chapter 2)
Walkthrough: Wróbel lives in a small house found in the middle of a marked area, just west of camp. Confront him, then loot his house to settle the debt. Note that you can also take his horse from the stable outside.

CHICK MATTHEWS

Availability: Money Lending and Other Sins – I & II (Chapter 2)
Walkthrough: You will find Chick Matthews under a wooden canopy, in the marked area to the west of Emerald Ranch. To identify him, you first need to talk to the man sitting on a nearby uprooted tree. Matthews uses this opportunity to get away on horseback. Immediately gallop after him; as soon as you catch up, stop him with the lasso. You can also kill him, though this leads to an honor loss. Either way, you will then obtain a treasure map, which you can examine by selecting it in your satchel. After viewing the treasure map, head to the waypoint and examine the hole in the tree.

LILLY MILLET

Availability: Money Lending and Other Sins – I & II (Chapter 2)
Walkthrough: Lilly Millet sits on a bench by a house at the northern edge of Emerald Ranch. Confront her to trigger a fist fight with Cooper. Focus on defensive tactics and counterattacks to knock him out, then loot him to retrieve the money. If a witness saw your crimes, be swift to stop them before they report you to the law.

THOMAS DOWNES

Availability: Money Lending and Other Sins – III (Chapter 2)
Walkthrough: Search for Thomas Downes in the marked area, just southwest of Valentine. You will find him a short walk from the east side of the house. Try to convince him to pay his debts in whichever manner you deem appropriate. After the cutscene, return to Strauss back at camp to complete the mission.

GWYN HUGHES

Availability: Money Lending and Other Sins (part IV in Chapter 3, or part V in Chapter 4)
Walkthrough: Gwyn Hughes is found in Rhodes, outside the house neighboring the gunsmith. After you confront him, follow him to the churchyard, clear out the townsfolk in the area, then return to him. While he exhumes a body, stand guard at the entrance and stop anyone from entering. When two men try to go through regardless, you can either beat them up or scare them off by pointing your gun at them. Take the diamond brooch from Gwyn to complete the assignment.

WINTON HOLMES

Availability: Money Lending and Other Sins (part IV in Chapter 3, or part V in Chapter 4)
Walkthrough: Winton Holmes has set up camp on the heights just north of Strawberry. Follow him to the cougar's den, but make sure you are well prepared before you enter. This is probably the most difficult of all loansharking missions. The predator you're about to face is agile and extremely dangerous, with the lack of light in the cave further complicating matters. After you split up at the fork, you will soon hear that Winton is under attack. When you find his body, stay there as his lantern offers a precious source of light. Equip a powerful, fast-firing weapon and look out for a red dot on your radar: as soon as it appears, face the corresponding direction and immediately trigger Dead Eye to eliminate the cougar. Once it's dead, skin it and sell the pelt to Strawberry's butcher.

ALGIE DAVISON

Availability: Money Lending and Other Sins – V (Chapter 4)
Walkthrough: Algie Davison is drinking by the riverbank just south of Braithwaite Manor. He asks you to follow him to his house. When he hands you a box or his son pours you a drink, take it to trigger a battle. Knock him out, then search his house to recover the debt. There's a double-barreled shotgun on the living room fireplace and various collectibles here and there, but the real prize is hidden in a chest in the son's bedroom.

J. JOHN WEATHERS

Availability: Money Lending and Other Sins – VI & VII (Chapter 6)
Walkthrough: This individual can be found near Moonstone Pond. When you confront Weathers, a group of soldiers looking for him launch a surprise attack. Eliminate the interlopers, then choose between absolving or recovering the debt.

ARTHUR LONDONDERRY

Availability: Money Lending and Other Sins – VI & VII (Chapter 6)
Walkthrough: To find Arthur Londonderry, head to the entrance to Annesburg's mine. After questioning the guard, enter the pit and speak to the foreman. Your next destination is the debtor's widow, outside a small cabin at Butcher Creek – a short ride to the south of your current position. After a conversation Arthur decides to absolve her, but you can also choose to give her money (and gain honor for doing so). Return to Strauss at camp to complete this mission strand.

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TREASURE HUNTING

Available from the beginning of Chapter 2, treasure hunting missions are lucrative activities that you can complete every time you find a treasure map. Open your satchel to view the document, which will feature illustrations and clues. Your goal is to make sense of these in order to identify the area in question. Head to that location and you will find another map, with more clues to decipher. After you solve the puzzles of the first three maps, you obtain a fourth and final map that leads to the actual treasure.

These challenges are best enjoyed without any form of assistance, though solving them may be rather difficult until you are suitably well-traveled. If you get completely stuck, the following maps and walkthroughs detail the locations of all hiding places.

★ JACK HALL GANG TREASURE ★

JACK HALL GANG MAP 1

Availability: Chapter 2 onward.
Walkthrough: To begin this assignment you first need to speak to Maximo, a stranger looking through binoculars found a short distance to the west of Flatneck Station. He will offer to sell you a treasure map for $10. If you decline, he will lower his price to $5. You can always rob him instead if you prefer, though this will cost you a little honor. If you fail to retrieve the map from Maximo (for example by killing him and not looting his body), you will be able to purchase it from a fence.

JACK HALL GANG MAP 2

Availability: Complete this mission's previous step.
Walkthrough: If you open your satchel and consult Jack Hall Gang Map 1, you might recognize Caliban's Seat, just north of Horseshoe Overlook. From the top of the cliff you can traverse narrow ledges to reach a crack in the wall, inside which the second map awaits.

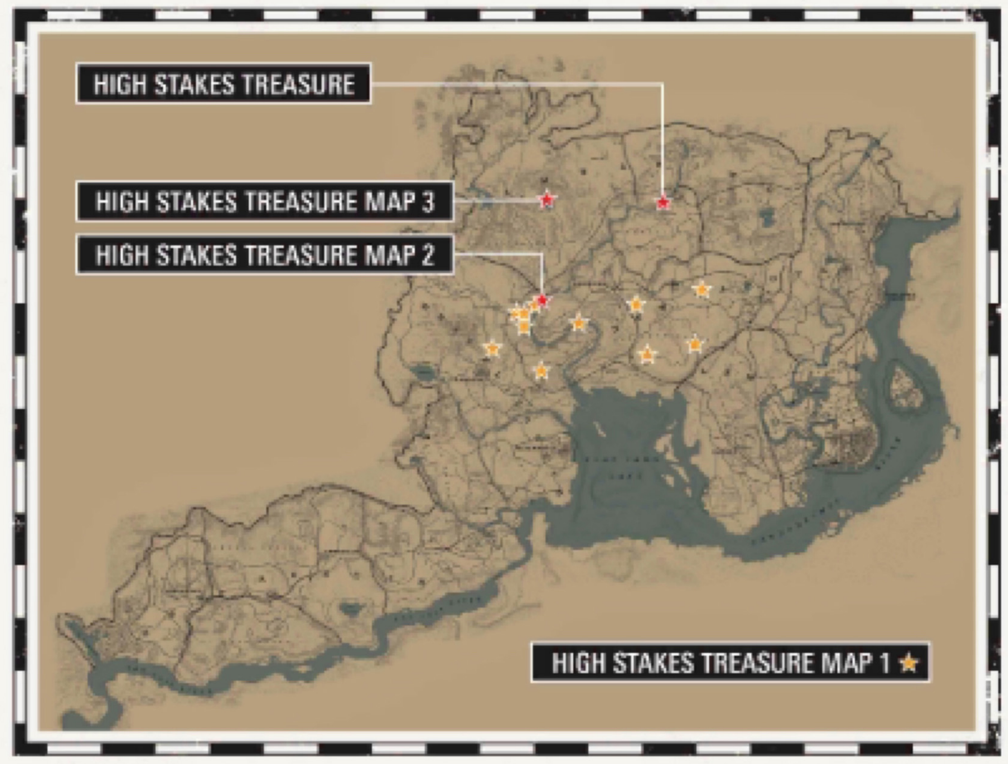
JACK HALL GANG MAP 3

Availability: Complete this mission's previous step.
Walkthrough: The second Jack Hall Gang map leads you to Cotorra Springs, directly west of Bacchus Bridge. The map is hidden in one of the piles of rocks close to the geysers.

JACK HALL GANG TREASURE

Availability: Complete this mission's previous step.
Walkthrough: The third map shows a location called O'Creagh's Run, far to the north of Emerald Station, in the Grizzlies East. Swim to the small island in the middle of the lake and inspect the bushes to find the Jack Hall Gang treasure hidden under a rock – and obtain two gold bars in the process.

★ HIGH STAKES TREASURE ★



HIGH STAKES TREASURE MAP 1

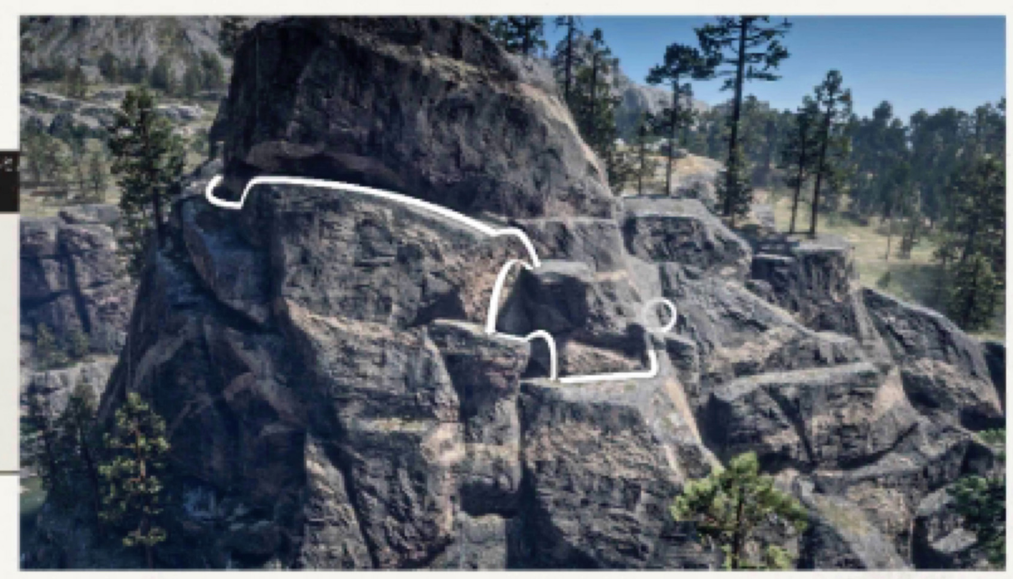
Availability: Complete "The New South" (Chapter 3).
Walkthrough: To obtain the first map, you need to complete the Treasure Hunter chance encounter, which can occur randomly at multiple locations (see map above). When you run into a man looking through binoculars, sprint to him and immediately knock him down or hogtie him to loot the map from him. If you take too long he will escape on horseback, forcing you to chase him. Note that if you fail to recover the map on three different occasions, it will become available for purchase at fences.

HIGH STAKES TREASURE MAP 2

Availability: Complete this mission's previous step.
Walkthrough: The first map leads you to Cumberland Falls, a short distance east of Wallace Station. Walk behind the waterfall and climb to the ledge above to find a small nook. The second map is hidden behind a rock.

HIGH STAKES TREASURE MAP 3

Availability: Complete this mission's previous step.
Walkthrough: Your next goal requires you to travel up the snowy mountains to Barrow Lagoon, a frozen lake found deep in the West Grizzlies, to the northwest of Valentine. Make your way up to the log bridge connecting the mainland to the small island in the center: the map is hidden in a small hole on the log bridge.



HIGH STAKES TREASURE

Availability: Complete this mission's previous step.
Walkthrough: The location hinted at by the third map is a winding and treacherous path along a cliff edge located to the southwest of Bacchus Station. Carefully make your way down the ledges until you reach a small rock overhang that requires you to crouch to pass through. Look to the far side of the overhang to find three gold bars hidden in a small crevice in the cliff face.

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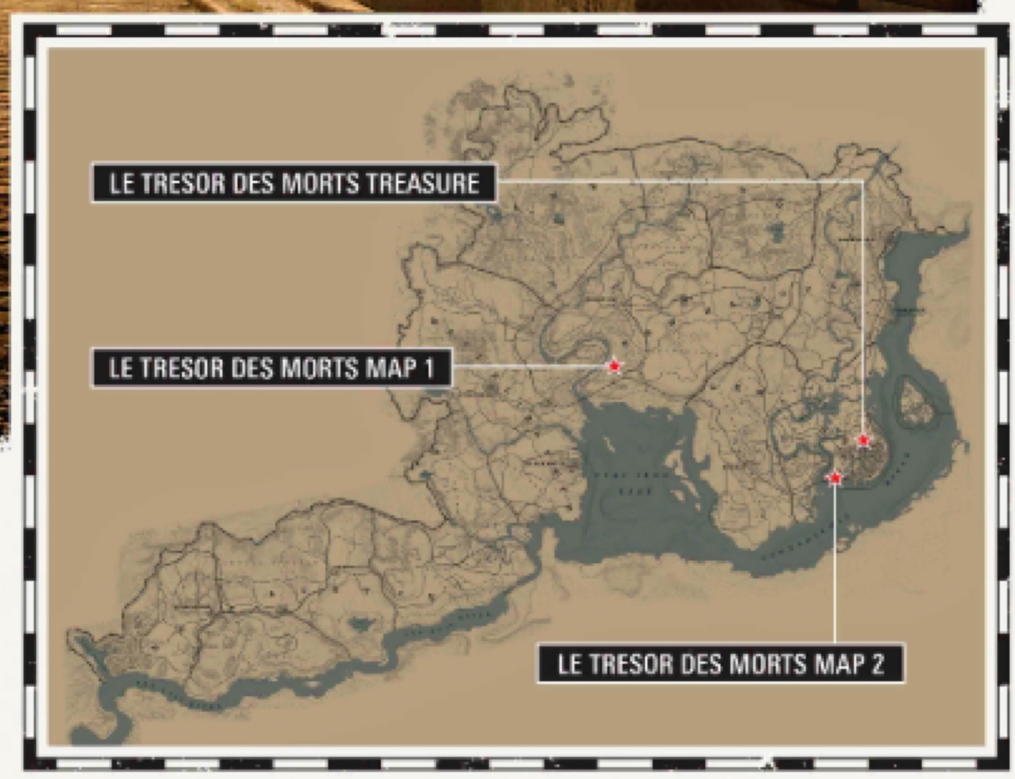


★ LE TRESOR DES MORTS ★

LE TRESOR DES MORTS MAP 1

Availability: This is a bonus mission exclusive to players who pre-ordered the digital version or own the Special/Ultimate Edition of *Red Dead Redemption 2*.
Walkthrough: Visit the burned settlement just southwest of Horseshoe Overlook. The only building that is still standing is a stone jailhouse. Enter it and pick up the map next to one of the two corpses inside.

LE TRESOR DES MORTS MAP 2

Availability: Complete this mission's previous step.
Walkthrough: The next map is found at the Saint Denis docks. It is hidden in an underground passage that connects the Cornwall Freight Station's yard and the harbor. You can obtain the document by examining the wall next to the only wooden crate in the passage.

LE TRESOR DES MORTS TREASURE

Availability: Complete this mission's previous step.
Walkthrough: Deciphering the second map leads you to the Saint Denis cemetery – more specifically, to the mausoleum with a stained-glass window, to the west of the central dome, just north of the main walkway. Inspect the wall on your left to uncover a hole and obtain five gold bars.

SPECIAL COLLECTIBLES

The world of *Red Dead Redemption 2* is filled with unique items that you can collect to complete optional missions – and you'll gain some meaningful rewards for your troubles.

CIGARETTE CARDS

There are 144 cigarette cards available in the world – 12 sets of 12 cards. Every individual card can be picked up at a specific location. However, note that one card from each set will not appear until you trigger the "Smoking and Other Hobbies" mission.

This assignment becomes available after you complete "Who is Not Without Sin", one of the first story missions in Chapter 2. To initiate it, speak to the stranger sitting on a bench outside Flatneck Station. He invites you to mail him every full set of 12 cards that you gather, and offers payment in exchange. This is a long-term task where you will gradually accumulate cards during your travels – but some of them may prove much harder to find.

Cards can be obtained in two ways:

- ★ By picking them up in the world, as each card has a specific place where it can be obtained. We show these 144 locations on the map on page 204.
- ★ By purchasing, collecting, or looting premium cigarette packs, which each yield a random card when opened. Cards acquired in this manner can be literally any type; they can even be duplicates of cards you already own. Duplicates can be sold to fences.

CIGARETTE CARD SET REWARDS

SET	REWARD
First set (any)	Vintage Civil War Handcuffs
Famous Gunslingers	Special Snake Oil, $50
Artists, Writers, & Poets	Ginseng Elixir, $100
Vistas of America	Gold Nugget, $100
Gems of Beauty	Platinum Chain Necklace, $100
Flora of America	Special Miracle Tonic, $50
Stars of the Stage	Small Jewelry Bag, $50
Fauna of America	Perfect Rabbit Pelt, $50
Marvels of Travel	Aged Pirate Rum, $50
World Champions	Valerian Root, $50
Amazing Inventions	Volatile Dynamite, $100
Horses	Special Horse Medicine, $50
Prominent Americans	Eagle Feather ×3, $50
All sets	$200

CIGARETTE CARD LIST

FAMOUS GUNSLINGERS

001 Frank Heck

On a gravestone

002 Otis Miller Boys

In the back of the blue wagon

003 Jack Hall Gang

On a windowsill inside the shack

004 Butcher Brothers

On a barrel on the shack's porch

005 Flaco Hernández

On the edge the of bank's rooftop (ladder in the back)

006 Slim Grant

On a barrel by the derelict shack's entrance

007 Landon Ricketts

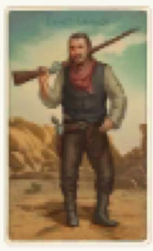
On a barrel behind the house that faces the undertaker

008 Black Belle*

On a barrel at the end of the pier

009 Billy Midnight

On the windmill tower's platform



010 Emmet Granger

On a table under a lean-to, opposite two white tents inside Fort Wallace (only available during Chapter 6, from "The King's Son" until you begin "Our Best Selves"); also found on a barrel on the small farmhouse's porch, just south of Valentine

011 Jim 'Boy' Calloway

Inside the mausoleum with a stained glass window to the west of the central dome

012 Bart Love

Next to the couch inside the house

* Can only be picked up after you activate the "Smoking and Other Hobbies" mission.

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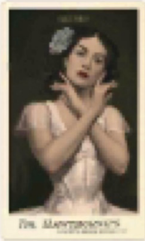
ARTISTS, WRITERS, & POETS

013 Edith Corinne

Under the table next to the clothesline



014 Elsie Rose*

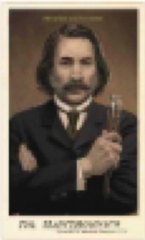
On the table at the top of the hotel's stairway

015 W. G. Hoyt

On a table inside the derelict cabin

016 Aldous Bramley

On a table on the porch between two armchairs

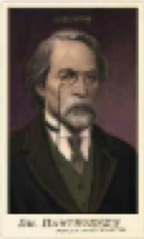


017 Preston T. Stephenson

On a desk in the office

018 Evelyn Miller

On a table next to the clothesline



019 Slick Hutton

On a crate on the northeast side of the balcony

020 Laurence Carson

In a back-alley on a table behind a wooden wall

021 Miss Maud Delancey

On a table on the houseboat

022 Charles Châtenay

On a table on the front porch

023 George Dixie

On a bed inside the easternmost room of the house

024 Richard McCullough

On the table to the southeast of the gazebo

VISTAS OF AMERICA

025 New York

On a table on the porch

026 Saint Denis

On the cart

027 Blackwater

On a chimney on the theatre's rooftop (ladders in the back)

028 Armadillo

On a barrel inside a pig pen

029 Rio Bravo

On the windmill tower's platform

030 The Grizzlies*

On the table inside the shack

031 San Francisco

On a windowsill of the abandoned fort's southeast tower

032 Tall Trees

On a barrel on the south side of the train station

033 Valentine

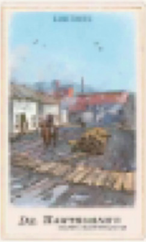
On a table inside the train station

034 Chicago

On the windmill tower's platform

035 Rhodes

On a gravestone



036 Annesburg

On a barrel on the minecart tracks

GEMS OF BEAUTY

037 Leila Stetson

On the windowsill next to the fireplace downstairs

038 Isabelle Barlow

On a wall shelf inside the abandoned trading post

039 Hattie Langtry

On the end table inside the hut

040 Isabelle Standish

Inside the mine on a table in the large chamber to the left of the entrance

041 Maud Engel

On a table on the north side of the shack

042 Sadie Russell

On a barrel inside the chicken coop

043 Geraldine Emerson

On a crate on the barn's upper floor

044 Agnès Guyon

On a crate inside the shack

045 Jennie Willetts

On a barrel in the yard opposite the post office

046 Ilga Ulmer*

On an old desk in the alley

047 Fay Delaro

At the base of the window on the barn's upper floor

048 Pauline Henderson

On a crate at the north end of the train station

* Can only be picked up after you activate the "Smoking and Other Hobbies" mission.

FLORA OF AMERICA

049 Golden Currant
On a shelf inside the northeast shack

050 Hummingbird Sage
On a small table on the west side of the shack

051 Oleander Sage
On a trellis railing hidden by vines

052 Yarrow
On the south windowsill inside the cabin

053 Indian Tobacco
On a crate directly west of the cabin

054 Black Mangrove
Under a bench at the train station

055 Longleaf Pine
In the shaft at the southwest end of the mine on a crate at the top of the first ladder

056 Desert Fan Palm
On a table on the house's front porch

057 Coastal Redwood*
On a table on the back porch of the house on the far southeast of Strawberry

058 Horse Crippler Cactus
On a workbench beneath the shack's lean-to

059 Blazing Star
On the railing right in front of the cabin's door

060 Carolina Lupine
On the sheriff station's rooftop behind the sign

STARS OF THE STAGE

061 Laurence Dunn
Inside the farmhouse on the mantelpiece

062 Louis Durand
On a crate on the abandoned house's east porch

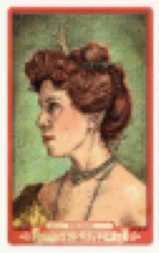
063 Jesse Raymond
Inside the burned-out house on the windowsill by the mantelpiece

064 Augusta Tremlow
On the windmill tower's platform

065 Mabel Potter
In the theatre's west corridor on the side table by the fireplace

066 Robin Koninsky
On a table on the side of the theatre's stage. Only accessible after watching all five performances (set over five nights) at the Théâtre Râleur in Saint Denis; the final performance only unlocks after "Fatherhood and Other Dreams"

067 Isadore Reid
In the back of one of the two adjacent wagons



068 Irene Grubb
On a bench on the train platform

069 Nettie Palmer
Inside the show tent on a crate right under the projectionist's platform

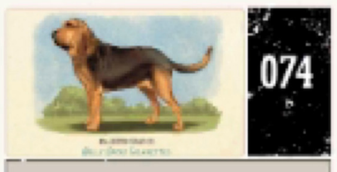
070 Jim Cobb
On a bench on the front porch of the abandoned house

071 Mittie Comstock
On a barrel in front of the house's door

072 Robert Elliot Patchen*
On a crate next to the yellow hut

FAUNA OF AMERICA

073 Black Widow Spider
On a desk inside the cabin

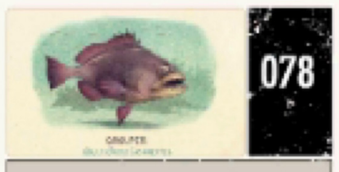


074 Bloodhound
In the fireplace of the house ruins

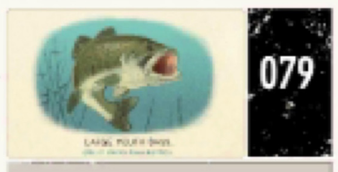
075 Bluebird
On the tree platform accessible via a ladder

076 Catfish
On a barrel on the west side of the docks

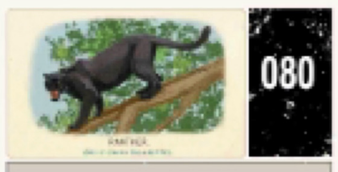
077 Coral Snake
On a narrow table inside Lakay's largest house



078 Grouper*
On a barrel in the back of the wooden fishing boat

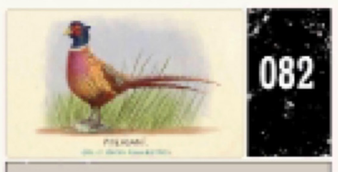


079 Large Mouth Bass
Under the sofa inside the Gill Landing fishing cabin



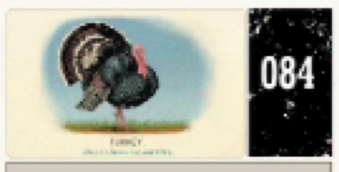
080 Panther
On a crate inside the hut in the derelict fort

081 Parrot
On a crate on the pier



082 Pheasant
On the tree platform accessible via a ladder

083 Snapping Turtle
Inside the house on a small crate under a dresser



084 Turkey
On the mantelpiece upstairs inside the burned-out sheriff's office

* Can only be picked up after you activate the "Smoking and Other Hobbies" mission.

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MARVELS OF TRAVEL

085 Packet Ship

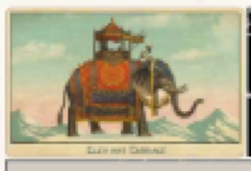
On a crate on the pier

086 Schooner

Under the hammock bed at the top of the fishing boat

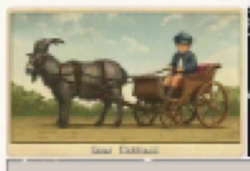
087 Camel Caravan

On the table close to the clothesline



088 Elephant Carriage

At the top of the steps leading to the backdoor of the Trackers Hotel building



089 Goat Carriage

On a workbench in the westernmost part of the stables

090 Hot Air Balloon

On a shelf in the back of the saloon

091 U.S. Frigate

On a workbench inside the boathouse

092 The Showboat*

On a table on the east side of the pier

093 Balener Whaling Vessel

On the windowsill of the blue booth at the end of the docks

094 Stagecoach

On a bench at the train platform

095 Steam Locomotive

On the south wall of the ruins

096 Velocipede

On a table on the house's west porch

WORLD CHAMPIONS

097 Greco Roman Wrestler – Percy Wood

On the well outside the shack

098 Billiards – Edwin A. Rowe

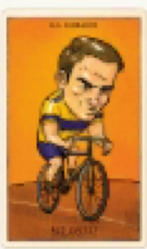
On a windowsill inside the shack

099 Pugilist – Theobaud Getzin

On a shelf on the porch

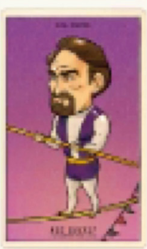
100 Oarsman – H. T. Slocum

On a crate under the shack



101 Cyclist – R. S. Harradon

On a table just left of the shack's porch



102 Walker – E. D. Ewing

On a shelf in the basement accessible via the hatch in the middle of the derelict cabin

103 Lawn Tennis – Patsey Hill

On a railing on the shack's back porch

104 Weightlifter – William Sleicher

On a table on the north side of the shack

105 Pigeon Shooting – Edwin Singerly

On the floor at the top of the coal mining facility tower

106 Skater – Felix Hawley

On a table inside the cabin

107 Hammer Thrower – Capt. Jack Page

On a windowsill inside the shack

108 Swinger – Axel McCormack*

In the courtyard at the back of the Bastille saloon on a crate at the foot of a wrought-iron fence

AMAZING INVENTIONS

109 Steam Locomotive
1814 – George Stephenson

In a bird nest on the abandoned church's upper landing. Sprint and jump over to the small platform

110 Camera
1814 – Joseph Nicephore Niepce

On a table on the balcony of the building just south of the photo studio

111 Electrical Execution Apparatus
1888 – H.P. Brown A. Kennelly

Inside the house under a bunk bed upstairs

112 Typewriter
1829 – W. A. Burt

On a barrel right next to the warehouse's door

113 Revolver
1836 – Daniel Buck*

On a table on the terrace at the back of the gunsmith

114 Telegraph
1837 – Samuel Morse

On a bench on the abandoned train platform

115 Manned Glider
1893 – Charles Kinnear

On a workbench in the middle of the barn

116 Dynamite
1866 – Alfred Nobel

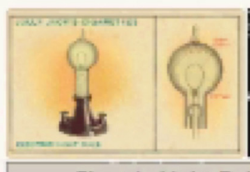
On the back porch of Shady Belle

117 Cylinder Phonograph
1877 – Thomas Edison

Inside the saloon on a windowsill facing the street

118 Player Piano
1829 – Edward Leveaux

On the piano



119 Electric Light Bulb
1878 – Thomas Edison

On crates right next to the building's back door

120 Fountain Pen
1884 – Lewis Waterman

On a desk inside the derelict schoolhouse

* Can only be picked up after you activate the "Smoking and Other Hobbies" mission.

HORSES

121 American Paint*	122 Appaloosa	123 Andalusian	124 American Standardbred	125 Nokota	126 Ardennes
On a crate underneath the cotton mill	On a barrel at the south end of the docks	On a shelf inside the stable	On a table inside the boy's bedroom	On a workbench inside the stable	On the train platform's middle shelf
127 Dutch Warmblood	128 Turkoman	129 Hungarian Halfbred	130 Mustang	131 Thoroughbred	132 Missouri Fox Trotter
Downes Ranch, on the mantelpiece inside the house	On a crate at the base of Fort Wallace's northwest tower (only available during Chapter 6, from "The King's Son" until you begin "Our Best Selves"); also found on a workbench at the back of the veteran's cabin near O'Creagh's Run	On the floor through a hole in the blacksmith's front door	On a hay bale on the upper floor of the barn	In the back of the wagon next to the cotton bales	On a table inside the boy's bedroom

PROMINENT AMERICANS

133 President Fisher	134 President Hardin	135 Lillian Powell
On a barrel at the top of the loading ramp of the Jansen Mills building	On the railing in the northeast corner of the shack's jetty opposite two broken wagon wheels	On a crate behind bushes on the northeast side of the shack
136 Leviticus Cornwall	137 J. D. McKnight	138 Luther Covington
On a windowsill at the top of Fort Wallace's southeast tower (only available during Chapter 6, from "The King's Son" until you begin "Our Best Selves"); also found on a table inside Canebreak Manor, in Bluewater Marsh	On the table in the gazebo	On a crate on the docks
139 Harvey Griggs*	140 Henrietta Beatrice Woods	141 General Quincy Harris
On a workbench inside the freight hall	On a table on the porch of the house	At the base of the oil well tower
142 General Cornelius Palmer	143 Senator Thaddeus Waxman	144 President Alfred Macalister
On the table in the shed	Inside the cabin on the bedroom's mantelpiece	Inside the fisherman's cabin on a windowsill facing southeast

* Can only be picked up after you activate the "Smoking and Other Hobbies" mission.

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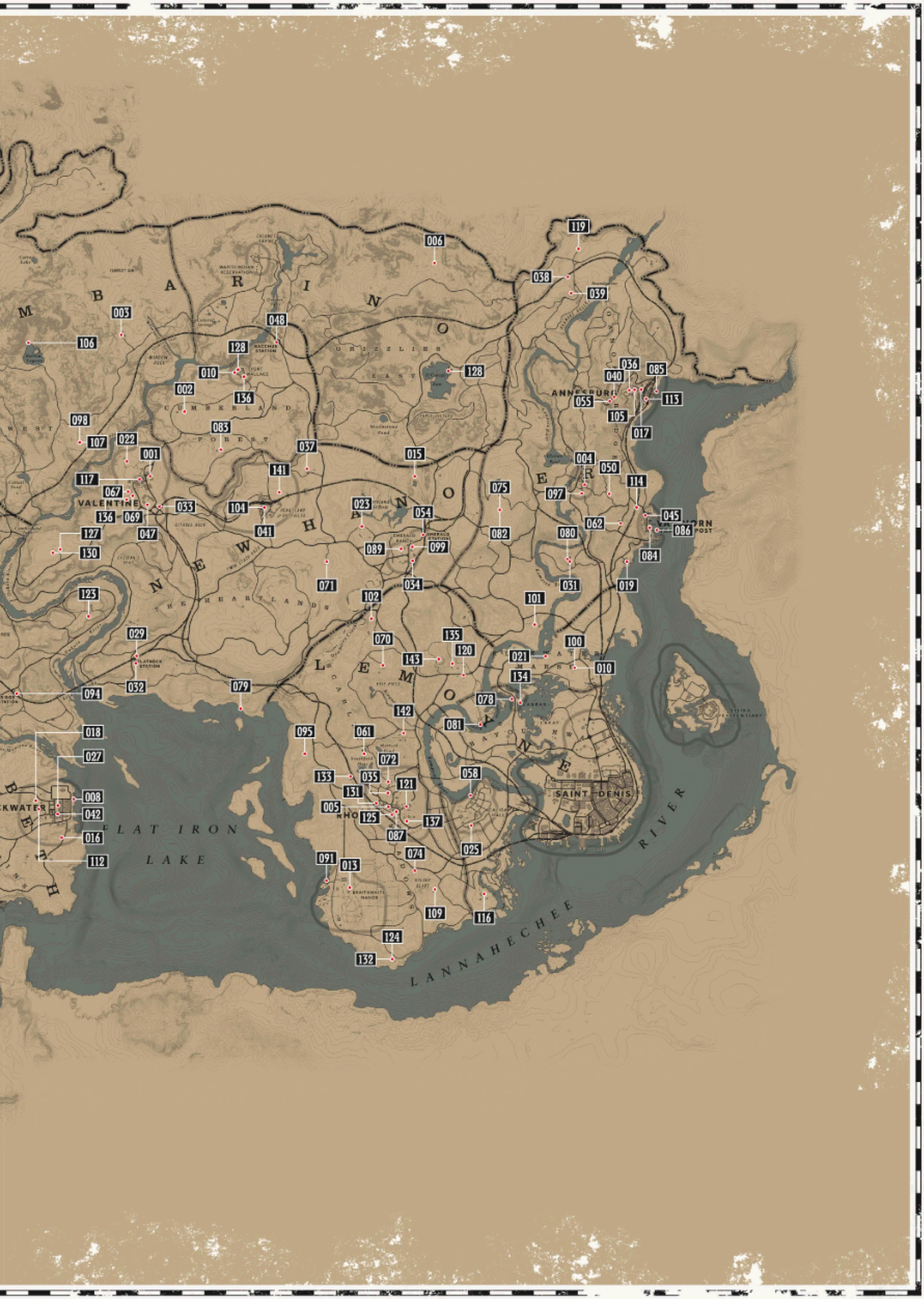
CIGARETTE CARD LOCATIONS*

* Map legend on the previous pages



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EXOTICS

Exotics are rare items that can be collected as part of the "Duchesses and Other Animals" mission. This is triggered by speaking to a colorful stranger called Algernon Wasp. He can be found inside a wrought-iron greenhouse in the backyard of a large blue house just north of Saint Denis after you complete "The Gilded Cage", a story mission during Chapter 4.

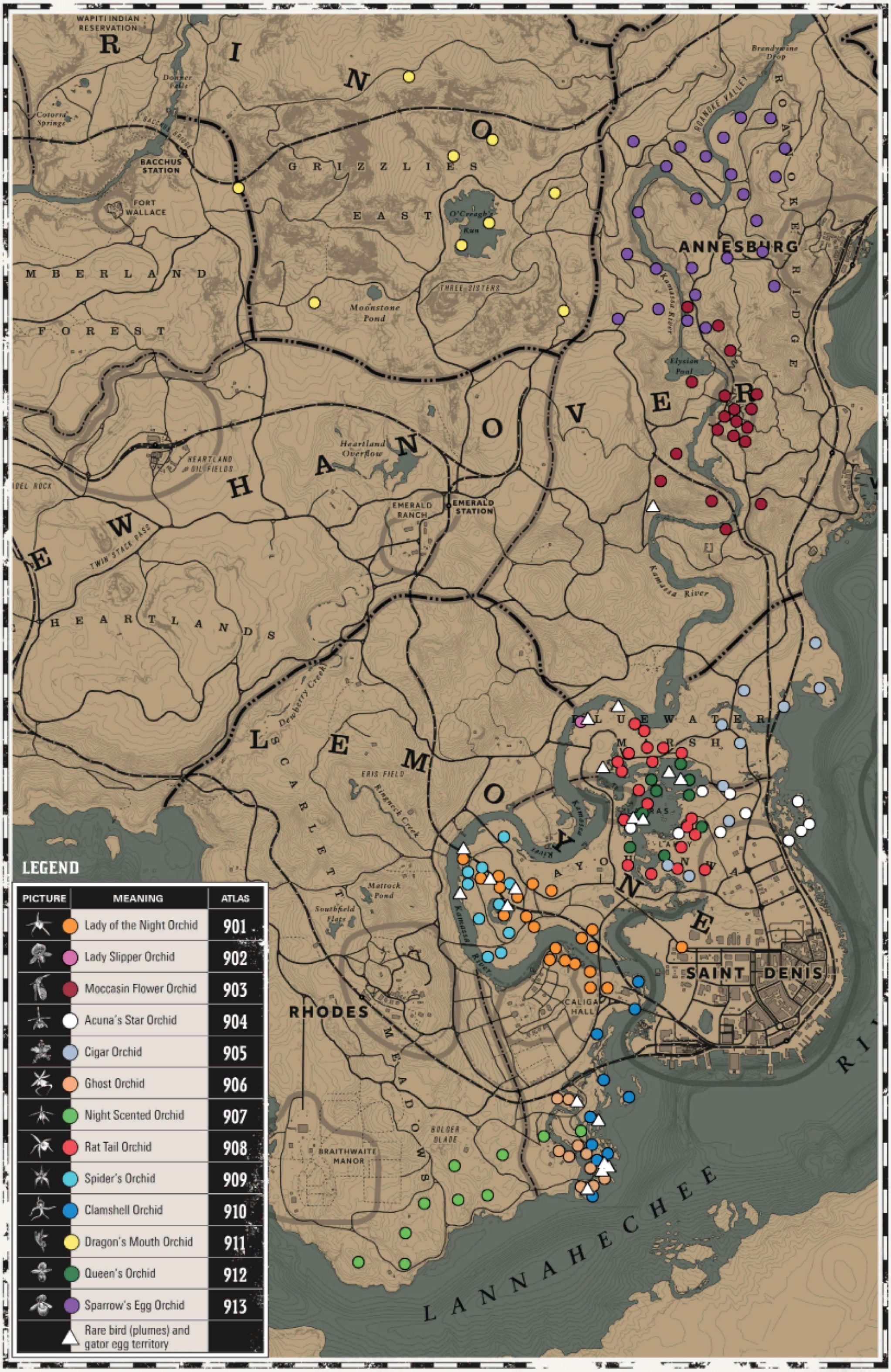
After the cutscene where Algernon introduces himself (which is considered as stage I of this mission), there are five additional stages (II, III, IV, V, VI) available in sequence. For each of these, Algernon gives you a list of exotic items he would like you to retrieve for him. Once you have everything ticked off, take them back to the collector and he will reward you handsomely – as documented in the "Requested Items" table below.

- ★ **Plumes** are dropped by rare birds that you can hunt in the Bayou swamps, particularly on and around the Lagras islands.
- ★ Nests of **gator eggs** are found in the same area, on and around the Lagras islands. They are often guarded by alligators.
- ★ Rare **orchids** can be picked a single time per stage at each spawn point. Note that there are additional, ambient specimens to find in the world other than those that Algernon asks for. Any extra orchids that you obtain can be mailed to a mysterious buyer who leaves notices on post office walls. Some of the mission-specific orchids grow in the ground, but many are actually epiphyte and grow on tree trunks. This applies to the following species: Rat Tail, Acuna's Star, Cigar, Clamshell, Ghost, Lady of the Night, Spider, and Night Scented.

REQUESTED ITEMS

STAGE	ITEMS	REWARDS
II	• 5 Little Egret Plumes • 5 Reddish Egret Plumes • 5 Snowy Egret Plumes • 15 Lady of the Night Orchids	• $110
III	• 20 Heron Plumes • 7 Lady Slipper Orchids • 10 Moccasin Flower Orchids	• $125
IV	• 25 Gator Eggs • 3 Acuna's Star Orchids • 7 Cigar Orchids • 5 Ghost Orchids	• $150
V	• 30 Spoonbill Plumes • 5 Night Scented Orchids • 10 Rat Tail Orchids • 5 Spider's Orchids	• $175
VI	• 5 Clamshell Orchids • 5 Dragon's Mouth Orchids • 5 Queen's Orchids • 10 Sparrow's Egg Orchids	• $200 • Exotic Hat • Algernon's Revolver

* Only available from Epilogue 1 onward



LEGEND

PICTURE	MEANING	ATLAS
	Lady of the Night Orchid	901
	Lady Slipper Orchid	902
	Moccasin Flower Orchid	903
	Acuna's Star Orchid	904
	Cigar Orchid	905
	Ghost Orchid	906
	Night Scented Orchid	907
	Rat Tail Orchid	908
	Spider's Orchid	909
	Clamshell Orchid	910
	Dragon's Mouth Orchid	911
	Queen's Orchid	912
	Sparrow's Egg Orchid	913
	Rare bird (plumes) and gator egg territory	

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DINOSAUR BONES

Dinosaur bones are special collectibles required to complete a side mission called "A Test of Faith". This can be triggered from the beginning of Chapter 2 by speaking to a stranger excavating fossils just southeast of Horseshoe Overlook.

DINOSAUR BONE LIST

ICON	NAME	NOTES
401	Heartlands Oil Field Bone Location	At the bottom of the well underneath the oil derrick
402	Heartlands Dewberry Creek Bone Location	Just west of Dewberry Creek, in the open
403	Scarlett Meadows Dewberry Creek Bone Location	Just south of Dewberry Creek, in the open
404	Heartlands Grassy Hill Bone Location	On a grassy hill, in the open
405	Big Valley Rocky Slope Bone Location	On a rocky hill, in the open
406	Grizzlies Rock Wall Bone Location	At the base of the rock cliff
407	Heartlands Cliff Face Bone Location	At the base of the rock cliff
408	Heartlands Abandoned Shack Bone Location	On the ground, just south of the cabin
409	Cholla Springs High Desert Bone Location	Inside a small rock wall at the base of the hill
410	Cholla Springs Jorge's Gap Bone Location	On a small hill southwest of Jorge's Gap, partly hidden by bushes
411	Hennigan's Stead Pike's Basin Bone Location	On the slightly elevated plateau at the west end of the canyon
412	Hennigan's Stead San Luis River Bone Location	Just above the river shore, to the north of the small islet
413	Cumberland Forest Six Point Overlook Bone Location	At the top of the cliff, just at the edge
414	Grizzlies Calumet Ravine Bone Location	Caught in the red rocky outcrop, near the top of the hill
415	Grizzlies Dakota River Ledge Bone Location	On a small ledge just below the top of the cliff
416	Grizzlies Northern Boundary Bone Location	On a grassy hill, in the open
417	Grizzlies O'Creagh's Run Overlook Bone Location	On the ridgeline, directly west of O'Creagh's Run
418	Roanoke Ridge Overlook Bone Location	On a small rocky plateau, south of the railway bridge
419	Cumberland Forest Bacchus Station Bone Location	Next to a stone spike at the top of the rock cliff southwest of Bacchus Station
420	Roanoke Ridge Valley Overlook Bone Location	On the cliff that overlooks the path heading down toward the Brandywine Drop waterfall
421	Roanoke Ridge Kamassa River Bone Location	On the intermediate level of the cliffs on the west side of Kamassa River
422	Roanoke Ridge Van Horn Bone Location	A thick bone on the ground, at the edge of a clearing
423	Heartlands Northern Boundary Bone Location	At the top of the cliff, close to the edge
424	Big Valley Beryl's Dream Overlook Bone Location	On rocky terrain, about halfway up Mount Shann, where the path winds in an approximate "S" shape
425	Heartlands Southern Gorge Bone Location	Follow the bed of the dried-up river adjacent to the oil derrick: the bone is near the top of the hill
426	Big Valley Northern Cave Bone Location	Inside a cave at the bottom of Mount Hagen
427	Rio Bravo Del Lobo Rock Bone Location	On the small slope near the eastern tip of Rio Del Lobo Rock
428	Rio Bravo San Luis River Bone Location	On the big rock plateau overlooking Fort Mercer
429	Gaptooth Ridge North Tumbleweed Bone Location	At the top of the cliff overlooking the canyon, on the east side
430	Gaptooth Ridge South Tumbleweed Bone Location	At the southeast edge of the plateau overlooking Tumbleweed

The paleontologist, Deborah MacGuiness, asks you to find 30 dinosaur bones throughout the country and to mail their coordinates to her from any post office. As you reach certain milestones in this activity, Deborah will provide rewards. When you complete the assignment, she will send you a letter. Collect it at a post office and read it to obtain an invitation to her ranch at Firwood Rise in Cumberland Forest. Travel there and enter the barn to meet her and receive your final reward: the jawbone knife.

DINOSAUR BONE REWARDS

LOCATIONS MAILED	REWARD
1	Quartz Chunk
15	Skull Statue
30	Deborah MacGuiness' Invitation, Jawbone Knife

DINOSAUR BONE LOCATIONS

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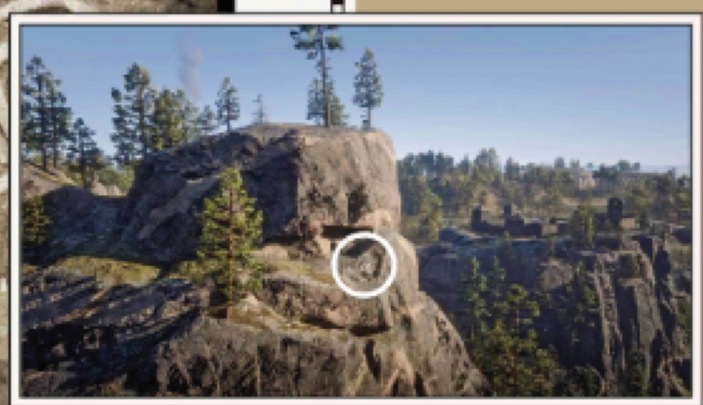
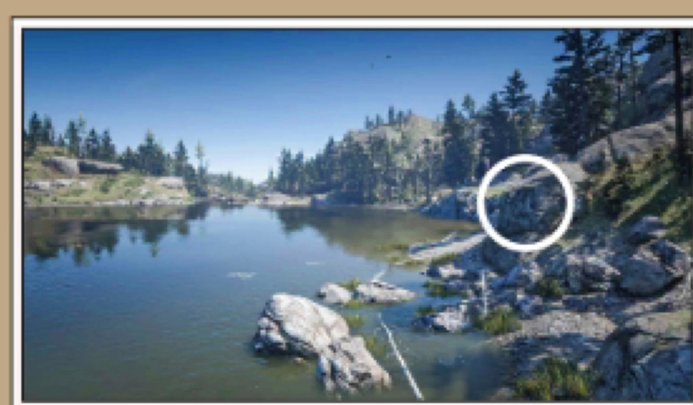
501 At the top of Mount Hagen, in the Grizzlies West

502 On a rock ledge a few steps to the north of a wooden bridge that runs across Whinyard Strait, just north of Window Rock



503 On a rock ledge near the top of the tall cliff overlooking Dakota River

504 On a ledge just beneath the cliff edge, almost directly above a rope bridge spanning the Dakota river



505 On the southwest shore of Owanjila Lake

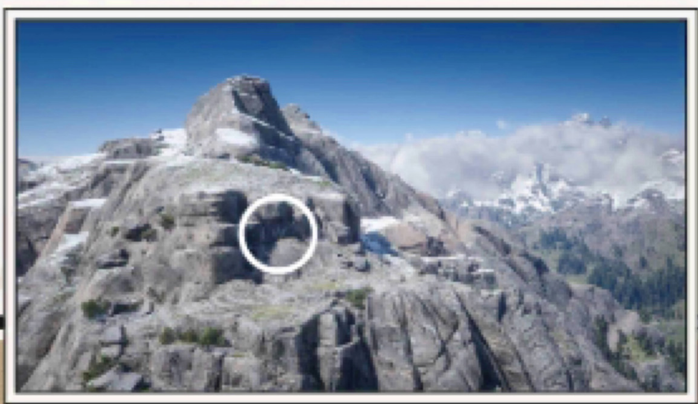
ROCK CARVINGS

Rock carvings are large designs engraved into stone that you need to find throughout the world to complete "Geology for Beginners". This mission begins when you speak to Francis Sinclair, a stranger seated outside his cabin to the northwest of Strawberry.

He asks you to locate 10 of these carvings and to send him their coordinates by post. After mailing the tenth set, you can complete the assignment by reading his invitation and visiting him again at his cabin, where you can pick up the **old brass compass** – an ingredient required to craft the ravenclaw talisman at a fence.

ROCK CARVING REWARDS

CARVINGS MAILED	REWARD
1	Kentucky Bourbon, $10
5	Rock Statue
10	Francis Sinclair's Invitation Letter



506 Near the peak of Mount Shann

507 On a cliff that overlooks the burned-out settlement, just southwest of Horseshoe Overlook

508 At the edge of the plateau that overlooks Heartland Overflow (head south from Moonstone Pond)

509 On a rock ledge close to the top of Roanoke Ridge, directly east from the Deer Cottage

510 Near the east shore of Elysian Pool

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HUNTING REQUESTS

During your travels, you will notice hunting requests (similar to bounty posters) displayed at the post office or train station in six different towns:

- ★ Valentine
- ★ Rhodes
- ★ Strawberry
- ★ Saint Denis
- ★ Van Horn
- ★ Armadillo

There are five notices in total in this mission, but you can only collect one at a time; the stage that you trigger is the same irrespective of where you acquire it. Each notice features a list of animal carcasses requested by Ms Hobbs. If you obtain these and mail them to her, you will receive a reward and unlock the next notice.

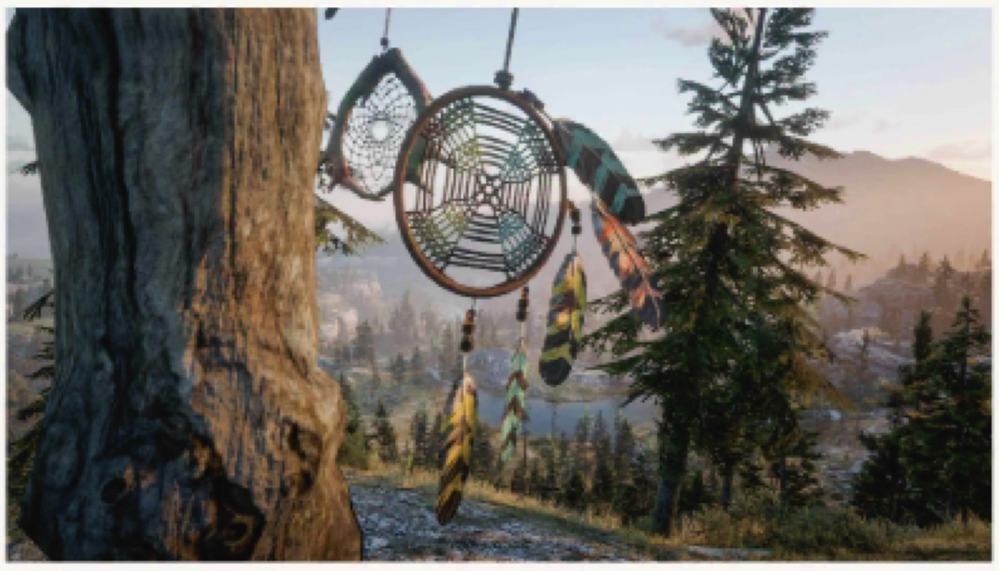
After you fulfill all five orders (which can be achieved during Epilogue 1 at the earliest), you will receive a letter of invitation to the cottage of Ms Hobbs, which is found just northeast of Strawberry. When you visit her (which concludes the "A Better World, A New Friend" mission), she will give you a final reward: a squirrel statue that you can put on display at Beecher's Hope.

Note that you need to secure carcasses that are in perfect condition. This means that you must track animals of pristine quality and take them down with perfect kills. For further advice on hunting, see page 146.

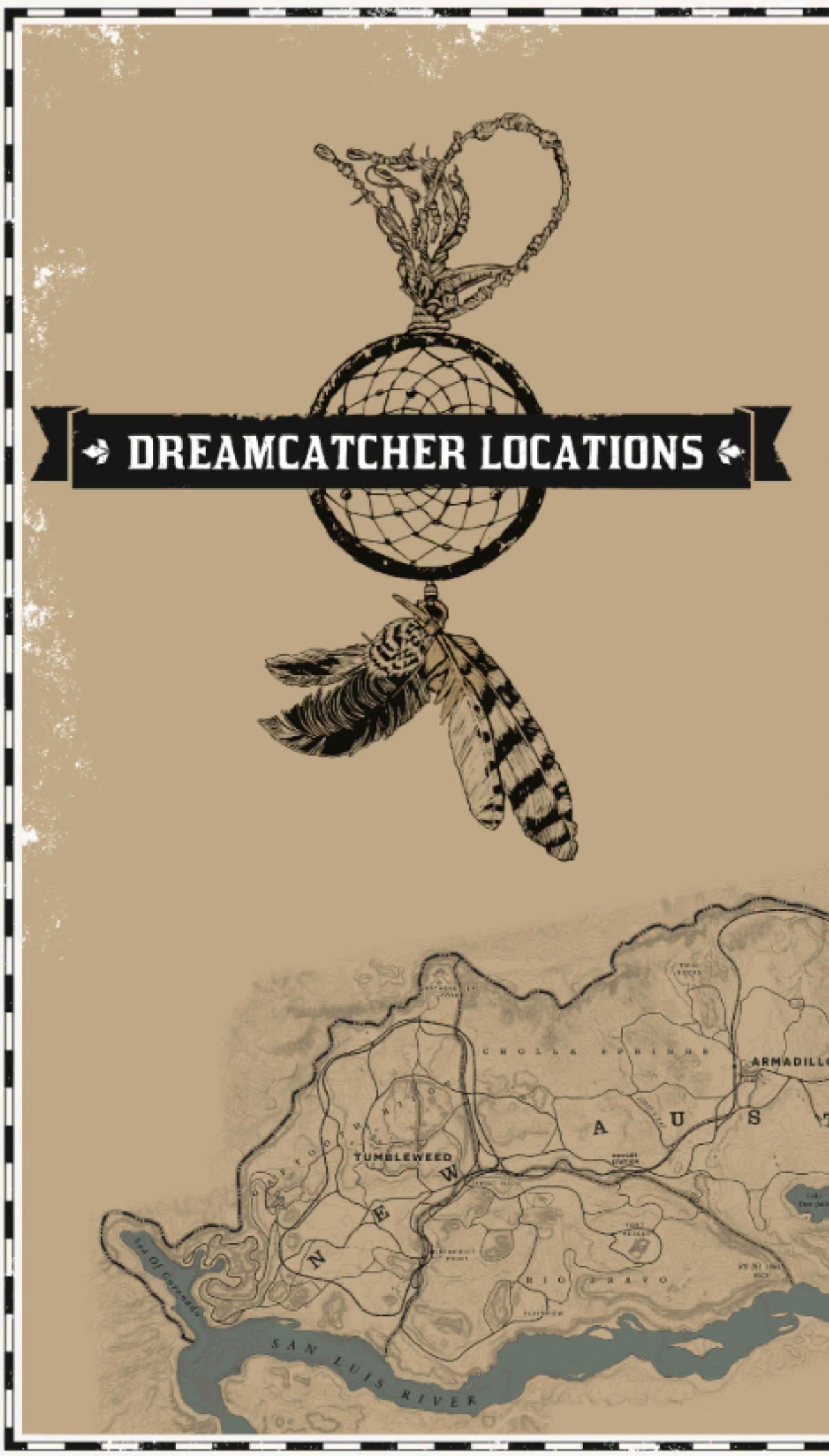
HUNTING REQUESTS

REQUEST	ITEMS REQUIRED	REWARD
#1	• 1 Perfect Rabbit Carcass • 1 Perfect Squirrel Carcass	$50
#2	• 1 Perfect Cardinal Carcass • 1 Perfect Rat Carcass • 1 Perfect Woodpecker Carcass	$70
#3	• 1 Perfect Chipmunk Carcass • 1 Perfect Opossum Carcass • 1 Perfect Oriole Carcass • 1 Perfect Robin Carcass	$100
#4	• 1 Perfect Songbird Carcass • 1 Perfect Sparrow Carcass • 1 Perfect Toad Carcass • 1 Perfect Skunk Carcass • 1 Perfect Bullfrog Carcass	$120
#5 (available from Epilogue 1)	• 1 Perfect Cedar Waxwing Carcass • 1 Perfect Bat Carcass • 1 Perfect Blue Jay Carcass • 1 Perfect Crow Carcass • 1 Perfect Beaver Carcass	$150, Ms Hobbs' Letter

DREAMCATCHERS



There are a total of 20 dreamcatchers that you can discover throughout the world, all found hanging from trees. To interact with them, walk beneath their position and inspect them with △/Y when the corresponding prompt appears on your screen.



REWARD

Once you have inspected all 20 dreamcatcher locations, a reward becomes available inside the cave hidden behind the Elysian Pool waterfall in Roanoke Ridge. Head to the main chamber and climb up the steep slope until you reach an alcove with cave paintings on your right. Examine the painting of the large buffalo with a hole in its eye to obtain an ancient arrowhead. This is a special item that makes your stamina meter last twice as long when you draw your bow.

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ICON	NOTES
701	At the foot of the dead tree in which a wrecked boat is stuck
702	In a chest on an elevated rock ledge behind the Brandywine Drop waterfall
703	On a windowsill inside the burned down shack at Mercer Station
704	On a shelf in the cabin's basement inside Fort Brennand
705	In the small wrecked blue boat on the south shore of Clemens Point
706	On a shelf in the basement of the dilapidated cabin
707	In the bushes on the small rock path at the foot of the Van Horn lighthouse
708	To the right of the fireplace inside the Gill Landing fishing cabin (only available after completing "A Fisher of Fish")
709	At the top of the windmill tower southwest of Blackwater
710	On a wall on the abandoned church's upper landing
711	On a barrel on the small pier at the back of the fishing cabin
712	By a lonely rock on the ridgeline just northwest of the peak of Mount Shann
713	In a chest on the northwest side of the Catfish Jacksons house, in the crawl space
714	On the piano in the room where the Saint Denis gunsmith robbery takes place (see page 181)
715	Hidden inside the chimney at Hani's Bethel
716	In a lock box inside the shipwreck on Flat Iron Lake's largest island
717	In the lock box atop the northern cliff of Twin Stack Pass
718	In the lock box at the foot of the small shack southeast of the Shady Belle mansion
719	On a table inside the small fishing cabin
720	In a hard-to-reach crashed train carriage (see screenshot below)
721	In a chest under the bed inside the blacksmith's workshop at MacFarlane's Ranch
722	On cotton bales, on the west side of the upper deck of the Maria Isabella cargo ship
723	On a crate in the abandoned campsite right by the Oil Derrick
724	At the top of the lookout tower
725	On a shelf inside the Hermit Woman shack
726	In a chest beneath the abandoned wagon, between the two three-way crossroads
727	On the mantelpiece inside the abandoned schoolhouse in the south of Pleasance
728	On the abandoned white wagon, one of five wagons forming a circle to the northwest of Mercer Station
729	On a table next to hung animals at Manzanita Post
730	On the water tower, between two tiny railway bridges
731	On a barrel on the east side of the church
732	At the foot of a tree near the cliff's edge
733	On a crate at the top of the fire lookout tower
734	On the mantelpiece in Watson's Cabin
735	Inside a lock box in a mail coach by the road
736	In a wardrobe upstairs in Carmody Dell's house
737	In a lock box on the kitchen sink inside Six Point Cabin
738	In the bushes at the foot of the dead tree on the islet in the middle of Dakota River
739	Inside a small crate in the easternmost shack of Millesani Claim, right by the mine's entrance
740	Between a log and a rock, a short walk to the west of Owanjila Dam
741	On the lone tree with many hanging bottles
742	Next to the train tracks at the west end of the railway tunnel
743	On the ground, hidden between rocks, directly west of the Strawberry/Pronghorn road sign
744	On the mantelpiece inside the Larned Sod house
745	On a barrel upstairs in the barn
746	At the foot of the altar at the pagan ritual site, halfway up the hill
747	On one of the crates close to the tiny bridge leading to the Shady Belle mansion
748	On the mantelpiece inside the cabin
749	In a partly-destroyed crate inside the wooden structure close to the railroad bridge
750	On a windowsill upstairs in the burned-down saloon
751	On a crate right outside the dilapidated shack just east of the water tower
752	On a small windowsill accessible from the rooftop of the Old Greenbank Mill
753	On a rooftop crate in the northwest section of Fort Mercer
754	By a large rock on the Dakota River islet

ICON	NOTES
755	At the foot of a large tree atop the small cliff overlooking Beecher's Hope
756	At the top of Emerald Ranch's windmill tower
757	On a log inside the mountain hut, between the bunk beds and the ladder
758	On the railing at the top of the coal mining facility tower
759	On a shelf in the general store's basement, accessible only during the corresponding shop robbery (see page 181)
760	On a windowsill, on the upper platform in the west corner of the abandoned factory, close to the train tracks (you can jump to the platform directly from the ground)
761	Inside the Beaver Hollow cave, in a chest in the westernmost chamber
762	In a lock box at an abandoned campsite, in the middle of cactuses
763	At the foot of one of four wagons near the three-way crossroads
764	In a hard-to-reach crashed train carriage (see screenshot below)
765	In the abandoned camp at the top of Caliban's Seat
766	In a wardrobe in the basement of the dilapidated house
767	Aged Pirate Rum, Bill Fold, Coin Sack: in a lock box, on a small ledge just beneath the peak
768	In a lock box, upstairs in the mountain hut

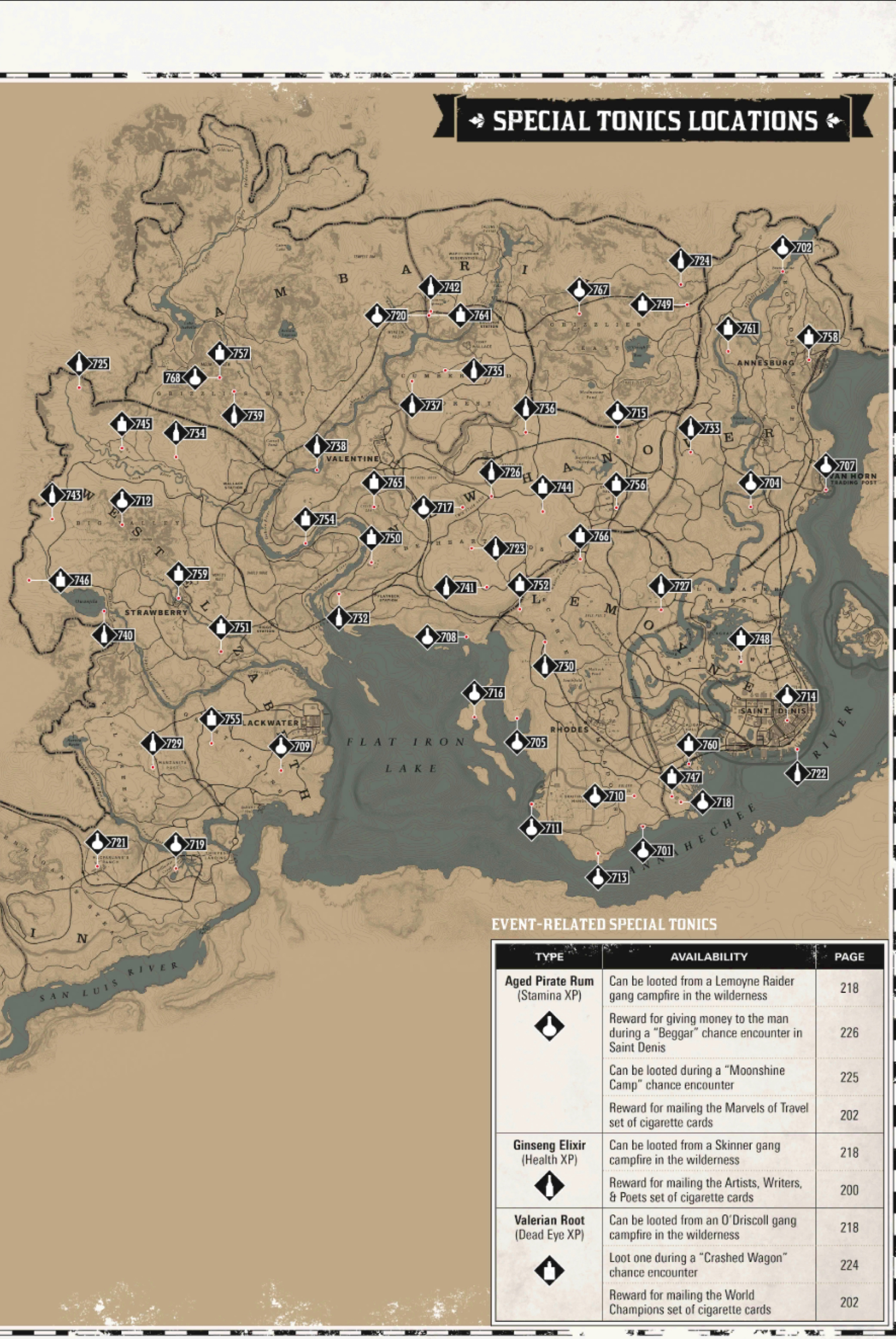
SPECIAL TONICS

Special tonics are unique consumables that enable you to acquire large attribute XP boosts – more precisely, 25% of the XP required to reach the next level. This makes them extremely valuable if you are keen to extend your attribute meters as soon as you possibly can.

Most special tonics are found as collectibles throughout the world, as revealed on this map. A few of them, however, can only be obtained by completing a specific task, as shown in the table in the bottom-right corner.

720 **764** Follow the path shown here to reach the crashed carriage. Note that there are two instances where you will need to sprint in order to leap the required distance: measure these jumps carefully before you commit to them.

SPECIAL TONICS LOCATIONS



EVENT-RELATED SPECIAL TONICS

TYPE	AVAILABILITY	PAGE
Aged Pirate Rum (Stamina XP)	Can be looted from a Lemoyne Raider gang campfire in the wilderness	218
	Reward for giving money to the man during a "Beggar" chance encounter in Saint Denis	226
	Can be looted during a "Moonshine Camp" chance encounter	225
	Reward for mailing the Marvels of Travel set of cigarette cards	202
Ginseng Elixir (Health XP)	Can be looted from a Skinner gang campfire in the wilderness	218
	Reward for mailing the Artists, Writers, & Poets set of cigarette cards	200
Valerian Root (Dead Eye XP)	Can be looted from an O'Driscoll gang campfire in the wilderness	218
	Loot one during a "Crashed Wagon" chance encounter	224
	Reward for mailing the World Champions set of cigarette cards	202

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CHEST CONTENTS & NOTES

ICON	CONTENTS	NOTES
301	Money	Underneath the southern end of the log bridge on the east shore of Elysian Pool
302	Chewing Tobacco	Under a derelict wagon southwest of Butcher Creek
303	Large Jewelry Bag, Money	Under a log just west of the abandoned wagon
304	Health Cure, Money, Repeater Cartridges – Regular, Special Horse Medicine Pamphlet	In the southeast corner of the abandoned fort
305	Bitters, Large Jewelry Bag, Silver Pocket Watch	By the big log near the river shore
306	Fine Brandy, Money	On the ground, just west of the train tracks
307	Apple, Miracle Tonic, Snake Oil	Next to the crates on the northeast side of the stables
308	Bitters, Money	Under the large bridge on the west shore of Kamassa River
309	Money	In a room accessible from the south side of Aberdeen Pig Farm. You must interact with the inhabitants once on the front porch for the door to be open
310	Miracle Tonic, Money	In a hollow tree stump on the south shore of Barrow Lagoon
311	Large Jewelry Bag, Money	In the small mausoleum east of Shady Belle
312	Cobalt Petrified Wood, Money	On the cart under the rock overhang northwest of Lake Isabella
313	Guarma Rum	Under a small shelter made of branches to the southwest of Elysian Pool
314	Large Jewelry Bag, Money	In the yellow train carriage that has derailed and fallen from the bridge
315	Large Jewelry Bag, Miracle Tonic, Money, Premium Cigarettes	Look for a pile of abandoned furniture: the chest is under the table
316	Large Jewelry Bag	Underneath the collapsed wall inside the abandoned church
317	Hair Tonic, Kentucky Bourbon	Inside Witches Cauldron, a shack hidden among closely-grouped trees
318	Gold Nugget x3	By the wagon wreck on the river shore
319	Money, Small Jewelry Bag	Inside the farm ruins, under a broken table
320	Canned Vegetable, Guarma Rum	On the abandoned wagon, out in the open
321	Poison Throwing Knife Pamphlet	Hidden beneath a floorboard in the oblong shack
322	Aged Pirate Rum	Inside the shipwreck on Flat Iron Lake's largest island
323	Chewing Tobacco, Money, Special Bitters Pamphlet	Among the crates scattered across the ground just south of Owanjila Dam
324	Money	At the bottom of the old well outside the northernmost dilapidated forest cabin
325	Large Jewelry Bag, Potent Miracle Tonic, Revolver Cartridges – Regular	At the foot of a dead tree with fish strung up, on the southeasternmost islet
326	Large Jewelry Bag, Rifle Cartridges – Express	In the shed at Lone Mule Stead, southwest of Bard's Crossing
327	Large Jewelry Bag, Small Jewelry Bag ×2	At the foot of a small dead tree atop a rock cliff
328	Guarma Rum, Rifle Cartridges – Express	Between two wagon wheels, just east of Bolger Blade
329	Jewelry	In the burned-out remains of Adler Ranch
330	Gold Bar, Special Horse Stimulant Pamphlet	Under the desk in the southernmost building of the burned-out settlement
331	Aged Pirate Rum, Money	Atop the northern cliff of Twin Stack Pass
332	Canned Vegetable, Fine Brandy, Potent Bitters, Potent Miracle Tonic	At the foot of the Fire Lookout Tower
333	Gold Bar	A few steps to the east of Catherine Braithwaite's body (from Chapter 4 onward)
334	Female Fertility Statue	Beneath the chair on the porch of the Roadside Brothel
335	Aged Pirate Rum, Chewing Tobacco, Money	On the northwest side of Catfish Jacksons, in the house's crawl space
336	Jewelry, Money, Valerian Root	Inside the Beaver Hollow cave, in the westernmost chamber
337	Money	Upstairs in the Hanging Dog Ranch house, close to the two bunk beds
338	Aged Pirate Rum, Money	At the foot of the small shack southeast of the Shady Belle mansion
339	Ginseng Elixir, Letter to Henrietta Douglas, Letter to Judge Finley, Letter to Miriam Wegner, Letter to the Saint Denis Times Tribune, Letter to William Errington	In a mail coach by the road
340	Kentucky Bourbon, Money, Opened Revolver Cartridges	Next to the crashed wagon beneath the bridge
341	Hair Tonic	Inside a tree stump at the back of the north house in Butcher Creek

ICON	CONTENTS	NOTES
342	Money	At the foot of a small stone wall, a short distance north of the graveyard at Ringneck Creek
343	Chewing Tobacco, Cigar x2, Money	At the foot of the ladder on the abandoned watermill
344	Apple, Chewing Tobacco, Money	Beneath the wooden floor inside the easternmost shack of Macomb's End
345	Apple, Guarma Rum, Jewelry, Special Health Cure Pamphlet	On the Face in Cliff's scaffolding, north of Moonstone Pond
346	Guarma Rum, Money, Volatile Dynamite Pamphlet	At Hani's Bethel, beneath a broken wagon just north of the small pond
347	Canned Vegetable, Money, Special Horse Reviver Pamphlet	Inside a tree stump east of Mattock Pond, halfway up to Hill Haven Ranch
348	Gold Nugget, Small Jewelry Bag	Inside the lone chimney south of Elysian Pool
349	Predator Bait, Rifle Cartridges – High Velocity, Special Tonic Pamphlet	By a bloodstained tent on the rocky plateau, close to the ridgeline
350	Dynamite Arrow Pamphlet, Guarma Rum, Large Jewelry Bag	At the base of a small wooden bridge at the south end of the Wapiti Indian Reservation
351	Chewing Tobacco, Poison Arrow Pamphlet	Just outside the Mysterious Hill Home, northeast of Bacchus Station
352	Gold Nugget, Ground Coffee, Miracle Tonic, Volatile Fire Bottle Pamphlet	In an abandoned campsite in the burned forest, northwest of Horseshoe Overlook
353	Guarma Rum, Miracle Tonic, Revolver Cartridges – Regular	Underneath the garden shelves on the west side of the Painted Sky house
354	Kentucky Bourbon, Money, Repeater Cartridges – Regular	Under the bed in a small shack just east of the railway
355	Chewing Tobacco, Ginseng Elixir, Jewelry, Kentucky Bourbon	Beneath the abandoned wagon, between the two three-way crossroads
356	Homing Tomahawk Pamphlet	Inside Flattened Cabin, south of Moonstone Pond
357	Incendiary Buckshot Pamphlet	Beneath a floorboard inside the dilapidated cabin at Copperhead Landing
358	Canned Fruit, Canned Vegetable	Under an abandoned wagon southeast of Jorge's Gap
359	Herbivore Bait, Valerian Root	In an abandoned campsite surrounded by cactuses
360	Pistol Cartridges – High Velocity, Repeater Cartridges – High Velocity, Rifle Cartridges – High Velocity	At the foot of the abandoned wagon north of Lake Don Julio
361	Ginseng Elixir, Pistol Cartridges – High Velocity, Repeater Cartridges – High Velocity	On the abandoned white wagon, one of five wagons forming a circle to the northwest of Mercer Station
362	Repeater Cartridges – High Velocity, Rifle Cartridges – High Velocity, Explosive Slug Pamphlet	Right outside the burned down house of an alchemist, not far from the train tracks
363	Gold Nugget, Valerian Root	At the foot of one of four wagons, near the three-way crossroads
364	Pistol Cartridges – Express, Repeater Cartridges – High Velocity	Inside the Abandoned Mission north of Tumbleweed
365	Aged Pirate Rum, Gold Nugget, Potent Miracle Tonic	Under the bed inside the blacksmith's workshop at MacFarlane's Ranch
366	Money, Opened Miracle Tonic, Wedding Ring	Under the bed inside the Rio Del Lobo House, northeast of Rio Del Lobo Rock
367	Crackers	Under the bunk bed inside Benedict Point's southeast cabin

CHESTS & LOCK BOXES

Many chests and lock boxes are scattered across the world map, and some have been concealed with great care and imagination. They tend to contain valuable items including jewelry, recipe pamphlets, cash, and consumables that boost your attribute XP.

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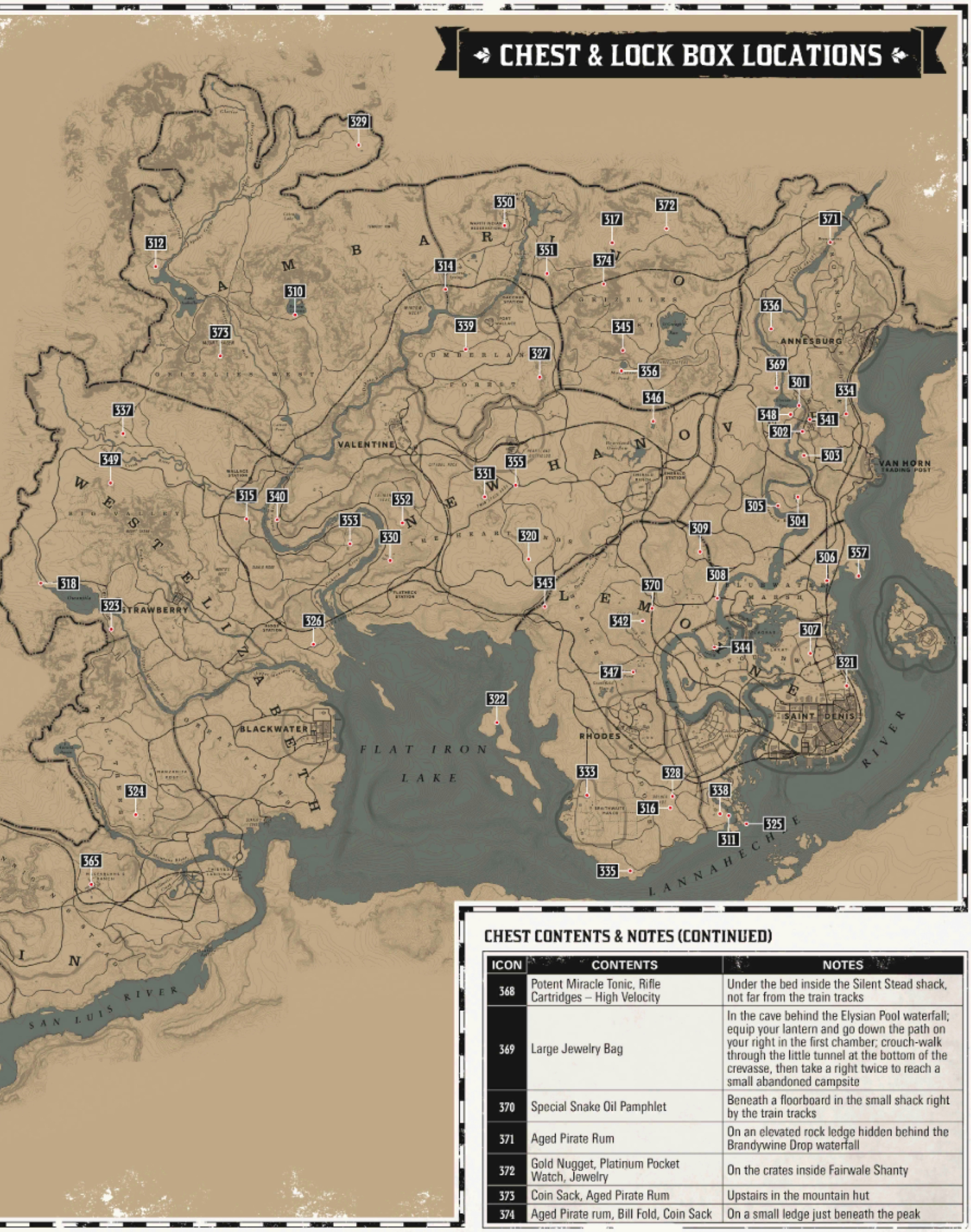

CHEST CONTENTS & NOTES (CONTINUED)

ICON	CONTENTS	NOTES
368	Potent Miracle Tonic, Rifle Cartridges – High Velocity	Under the bed inside the Silent Stead shack, not far from the train tracks
369	Large Jewelry Bag	In the cave behind the Elysian Pool waterfall; equip your lantern and go down the path on your right in the first chamber; crouch-walk through the little tunnel at the bottom of the crevasse, then take a right twice to reach a small abandoned campsite
370	Special Snake Oil Pamphlet	Beneath a floorboard in the small shack right by the train tracks
371	Aged Pirate Rum	On an elevated rock ledge hidden behind the Brandywine Drop waterfall
372	Gold Nugget, Platinum Pocket Watch, Jewelry	On the crates inside Fairwale Shanty
373	Coin Sack, Aged Pirate Rum	Upstairs in the mountain hut
374	Aged Pirate rum, Bill Fold, Coin Sack	On a small ledge just beneath the peak

GANGS

As you explore the world and progress in the main storyline, you will run into enemy gangs more and more frequently. The most significant types of encounters are listed here.

★ **Ambushes:** Ambushes are set-piece events that occur randomly (but within a set of predefined possible locations) during your travels. In these scenes, an enemy gang blocks the road or attacks you by surprise, making conflict unavoidable. You can of course flee, though this is rarely practical if you are heading to a specific destination. As a rule, fighting from horseback is highly inadvisable: not only is it impossible to take cover while riding, but a stray bullet could also wound or kill your mount. The best course of action is to dismount and sprint to the closest cover position before engaging your enemies. Feel free to loot your victims after each shootout, if only to replenish your stocks of ammo, but be swift to depart afterwards to avoid sightings by potential witnesses or lawmen.

★ **Chance Encounters:** There are also many chance encounters that involve enemy gangs. Like ambushes, they are triggered randomly as you travel but with one key difference: here, you are not the target of the enemy gangs. You will find them robbing a coach or an innocent citizen, for instance, and it is up to you to decide if you wish to get involved. We cover all chance encounters in a dedicated section later in this chapter (see page 223).

★ **Hideout Captures:** Hideouts are strongholds occupied by enemy gangs that you can capture by eliminating all foes within the designated area to obtain valuable items.

- Main story missions have you conquer four hideouts: **Six Point Cabin** (Chapter 2, "Paying a Social Call"); **Shady Belle** (Chapter 3, "The Battle of Shady Belle"); **Beaver Hollow** (Chapter 5, "That's Murfree Country"); and **Hanging Dog Ranch** (Chapter 6, "Mrs Sadie Adler, Widow"). If you head to these hideouts before the corresponding point in the plot, you actually can clear them of all gang members to score a capture. Note that Beaver Hollow is retaken by the Murfrees during the Epilogue.

- There are two additional hideouts, both in the State of New Austin, that you can capture after you complete Chapter 6: **Thieves Landing** and **Fort Mercer**. A bonus hideout, **Twin Rocks**, is available only for owners of the Special/Ultimate Edition of the game

As a rule, capturing a hideout is no simple task. Enemies in these strongholds are plentiful, enjoy all sorts of cover positions, and can flank you if you press forward too quickly. They may also have access to powerful weapons. It is therefore in your best interests to make careful preparations before you launch an assault. Your best guns, large stocks of ammunition and tonics, and a full Dead Eye meter are all warmly recommended. Always fight from a solid cover position and take out your opponents with quick headshots by flicking Ⓡ every time you lock on. Once you clear an area, push forward to the next cover position in line and repeat. Note that you need to capture all six hideouts if you are striving towards total completion.

★ **Campfires:** You will also regularly encounter small enemy gang camps in the wilderness. These are essentially simplified versions of the hideout captures. It's usually a good idea to make a quiet approach to reach a convenient cover spot, then open hostilities with a surprise headshot. These skirmishes are usually worth the risk, as they give you a chance to loot supplies and, in most instances, a small chest containing valuables.

The map on this double-page spread shows the territories of each gang (with icons pinpointing the locations where ambushes, chance encounters, and campfires can randomly occur), as well as the positions of hideouts that can be captured.

OTHER AMBUSHES

In addition to the main gangs, you will occasionally be ambushed by generic outlaws and, during Chapter 6, by Pinkertons. These encounters work exactly in the same manner as those involving gangs. You are free to escape if you do not wish to fight.

Note that the O'Driscoll spawn points become generic outlaw ambush locations from Epilogue 1 onward.

ICON	GANG EVENT: POSSIBLE SPAWN POINTS
●	O'Driscolls
●	Murfree Brood
●	Lemoyne Raiders
●	Skinner Brothers
●	Laramie
●	Del Lobo
●	Night Folk

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TABLE GAMES

You can play table games in many towns and settlements. See our map on the right-hand page for an overview of all locations.

POKER

The aim of poker is to win the pot. This can be achieved by having the best card combinations, or by hoodwinking your opponents with your betting strategy.

Each player is initially dealt two cards. These are known as **hole cards** and are kept secret from the other players.

As you progress through each round, shared cards are dealt to the center of the table. These can be seen by everybody and are known as **community cards**.

A player's hand rank comes from the strongest five-card combination of any of their hole cards and any community cards – see "Hand Ranks (Strongest to Weakest)".

To start, the two players to the left of the dealer must put in a mandatory bet each, called the **small blind** and the **big blind**. The dealer then deals two hole cards to all players, and the first betting round starts.

During a betting round players take turns, moving clockwise around the table. The following actions are possible:

- **Check:** A check is equivalent to betting zero. This is only possible when no one has bet or raised in the current betting round. A player who checks remains in the game and reserves the right to call or raise later. If all players check during a round of betting, the round is considered complete.
- **Bet:** If a player bets, subsequent players must at least match this amount to remain in the hand.
- **Call:** If a player calls, he or she matches the current bet made by opponent(s).
- **Raise:** A raise means the player is increasing the amount of the current bet. A raise must be at least double the value of any previous raise (or of the big blind if no bet has been made in a round). Subsequent players must at least match this amount to remain in the hand.
- **Fold:** A player who folds forfeits all interest in the pot and drops out.
- **All In:** A player places *all* of their chips in the pot and cannot take any further action until the end of the hand. If an all-in player doesn't have enough chips to call the current bet, they are only eligible for a portion of the pot.
- **Auto Bet:** When waiting for your turn, hold ✪ to preset the action you would like to take. This can be cancelled using the same command.

The game progresses as follows:

- **Preflop:** After the blinds have been posted and the hole cards dealt, the first betting round starts.
- **Flop:** Three community cards are dealt, and another betting round takes place.
- **Turn:** A fourth community card is dealt, followed by a betting round.
- **River:** A fifth community card is dealt, followed by a betting round.
- **Showdown:** On reaching the end of the final betting round, the players reveal their cards. The player with the best hand ranking wins the pot. If multiple players share the same hand rank, the remaining "kicker" cards are taken into account. If some players still share the best hand even after taking kickers into account, the pot is split between them.

HAND RANKS (STRONGEST TO WEAKEST)

ROYAL FLUSH

An ace, king, queen, jack and 10 – all of the same suit.

STRAIGHT FLUSH

Five cards in sequence, all of the same suit.

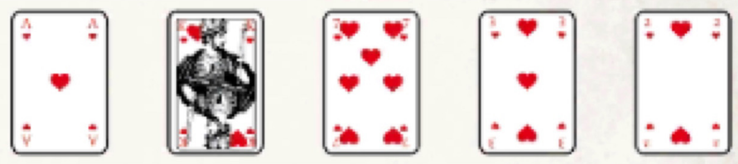
FOUR OF A KIND

Four cards of the same rank, and one side card or "kicker".

FULL HOUSE

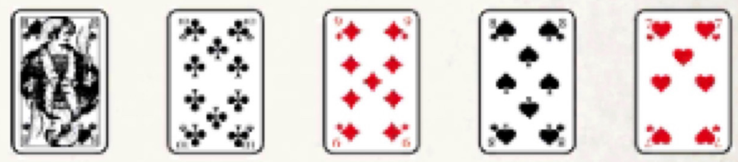
Three cards of the same rank, and two cards of a different, matching rank.

FLUSH



Five cards all of the same suit.

STRAIGHT



Five cards in sequence of different suits.

THREE OF A KIND

Three cards of the same rank, and two unrelated side cards.

TWO PAIR

Two cards of matching rank, another two cards of a different matching rank, and one side card.

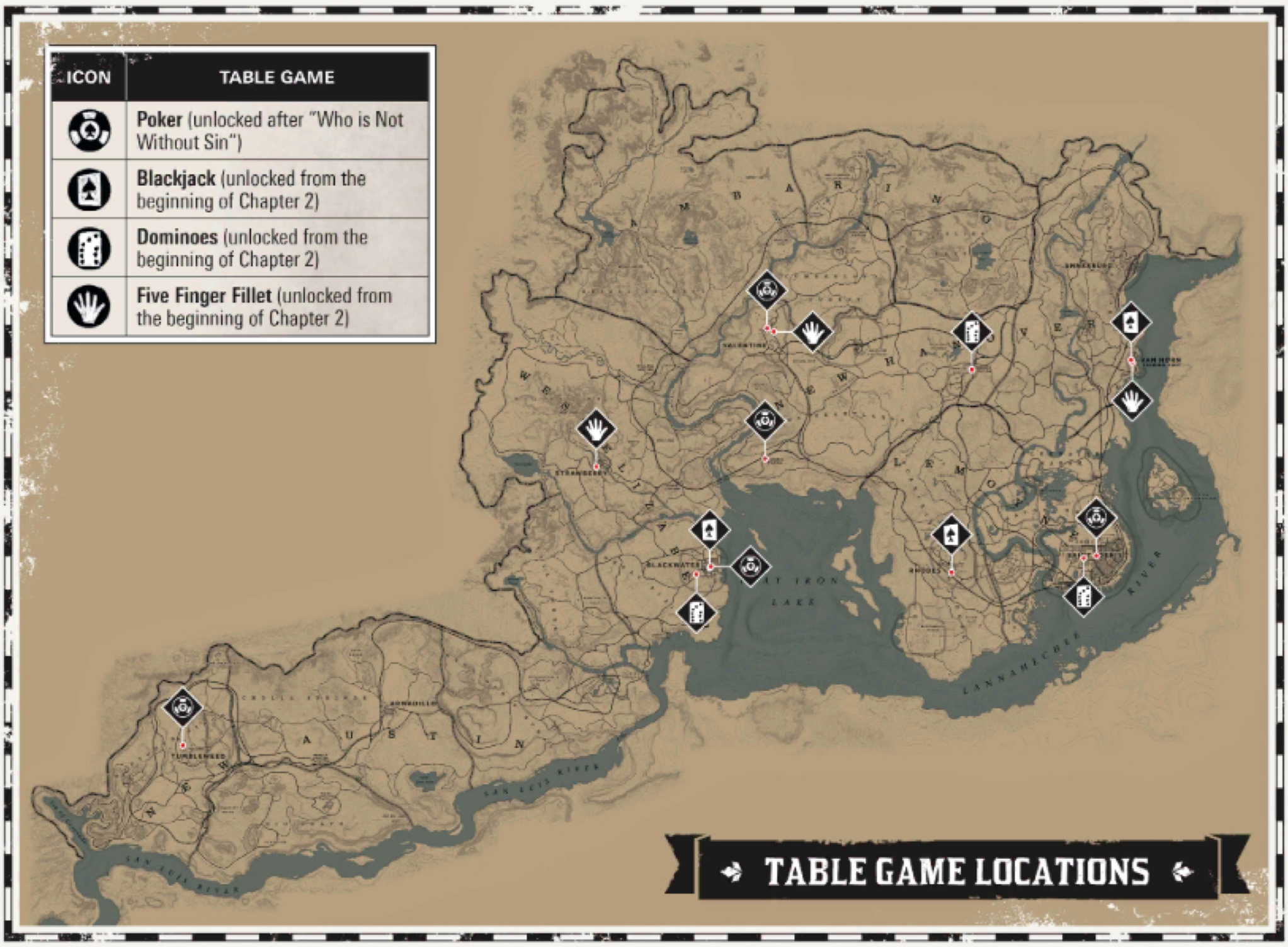
ONE PAIR

Two cards of the same rank, and three unrelated side cards.

HIGH CARD

Any hand that doesn't qualify under a category listed above.

ICON	TABLE GAME
	Poker (unlocked after "Who is Not Without Sin")
	Blackjack (unlocked from the beginning of Chapter 2)
	Dominoes (unlocked from the beginning of Chapter 2)
	Five Finger Fillet (unlocked from the beginning of Chapter 2)



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BLACKJACK

Your goal in blackjack is for the total value of your hand of cards to attain a score as close as possible to 21 without going over ("busting").

At the start of each round, each player chooses how much they want to bet on their hand. The players and dealers are dealt two cards each. Player cards are dealt face up, but one of the dealer's cards is initially hidden.

Each player has one turn during which they have up to four options:

★ **Hit:** The dealer adds another card to your hand.

★ **Stand:** Ends your turn without taking another card.

★ **Double Down:** Only possible if you have two cards in hand, this doubles the value of your current bet and gives you one – and only one – additional card.

★ **Split:** Only possible if your first two cards have the same value, this separates your cards into two hands played independently, each with a bet value equal to your initial bet.

Once all player turns are finished, the dealer will reveal their hidden card: if their score is less than 17, the dealer will hit; if it's 17 or more, the dealer will stand. Players will win if their score is closer to 21 than the dealer's score or if the dealer busts. If a player and a dealer have the same score, the hand is a "push" and the player retrieves their chips.

CARD VALUES

CARDS	VALUE
Number card 2 to 10	Face value (2 to 10)
King, Queen, Jack	10
Ace	1 or 11 (whichever puts the hand's score closest to 21 without busting)

If the first two cards of a player's hand are an ace and any ten-value card, that player has a blackjack (a score of 21). A blackjack is an automatic win unless the dealer also has blackjack, in which case the hand is a push. A blackjack win pays 3:2 instead of the usual 1:1 payment for a winning hand. Note that a split hand is not considered a blackjack even if it has an ace and a ten-value card.

If the dealer's face-up card is an ace, you will be given the option of buying insurance for up to half of your current bet. If the dealer does have a blackjack, you win 2:1 on your insurance bet but lose your initial bet and the round is over. If the dealer does not have blackjack, all insurance bets are lost and the round continues as normal.

If you have a blackjack when insurance betting starts, you have the option of taking even money. This immediately pays out 1:1 on your initial bet. Otherwise, the standard rules apply.

DOMINOES

A standard game of dominoes is called Draw, where your aim is to be the first player to down all of your dominoes. There are 28 unique tiles in a set. Each player begins with seven, drawn at random, and any remaining dominoes are placed into the **boneyard.**

Dominoes are placed face down or in a rack facing the player so that all players can see how many tiles their opponents have remaining but can only see the **pips** (the dots on each tile) for their own allocation.

The player who has drawn the highest double begins the game by placing it face up in the middle of the table. If no player has a highest double, the player with the highest-value tile will go first. This creates a **line of play** and the other players, in turns, extend it by selecting tiles from their hand with a matching number of pips on one side and place them at the ends.

If a player can't place any of their tiles on their turn, they must draw a new one from the boneyard until they get a playable tile. Once the boneyard is empty, they pass. Play goes on like this until one player wins the round by downing their last tile.

If no player can make a move, the round is blocked and the winner is the player with the lowest pip count on their remaining tiles.

A canny player will be able to guess what their opponents are holding by surveying the tiles already downed and noting when other players have to draw or pass. This allows for strategic moves to block other players, or save more valuable tiles for later.

The winner's score is the total pip count of all the dominoes the losing players have in their hands. Games continue with new rounds until a player reaches the target score of 60.

There are a few variants that follow the same core of rules with a twist, as described here:

★ **Block:** There is no boneyard, so players cannot draw new tiles.

★ **All Threes:** Points can be earned at the end of every turn by totaling the number of pips at each open end of the line of play. If this "edge" value is a multiple of three, then the player scores that number of points. The winner of a round receives the total of their opponents' pips, rounded up or down to the nearest three. Games continue until a player reaches the target score of 90.

★ **All Fives:** Same rules as All Threes, but players score points when the edge score is a multiple of five. The winner of a round receives the total of their opponents' pips, rounded up or down to the nearest five. Games continue until a player reaches the target score of 100.

★ **Spinners:** Doubles are played as "spinners", at a right angle to other tiles, so that players can place tiles on any of the four sides, causing the line of play to branch out.

FIVE FINGER FILLET

Five Finger Fillet is a test of courage and coordination. Each player places one hand, outstretched, palm down, on a table and then stabs a knife back and forth between the fingers, aiming to move quickly and without causing injury.

A sequence of buttons (one "lap") will be displayed onscreen. Press the buttons when prompted as fast as you can; pressing the wrong button or hesitating for too long will cause you to stab your hand. Each time you complete one full lap, you have an opportunity to press L1 / LB to show off and perform a trick.

At the beginning of each game, you must place a bet. If you win the game, you take the pot. New opponents will raise the betting stakes and the difficulty.

There are three variations: Classic, Guts, and Burnout. Finish first in two rounds to win a game.

★ **Classic:** Complete a set number of laps in a faster time than your opponent. You get five attempts; if you fail an attempt, the timer is reset and you restart from the beginning.

★ **Guts:** Complete the most laps in a 20-second time limit.

★ **Burnout:** Complete the most laps in 30 seconds with no mistakes and in a single attempt.

Note that you can learn the sequence of buttons by watching as your opponent plays: hold R2 / RT during their turn.

CHANCE ENCOUNTERS

Chance encounters are short scenes or gameplay sequences that you will stumble across during your travels, both in the wilderness and in towns. Many of them can be completed in a variety of ways, with each option leading to a different outcome – particularly in terms of how your honor is affected.

All chance encounter opportunities appear on your radar as temporary gray blips. Whenever you notice one of these, move closer if you want to get involved or to witness the scene, or move away if you do not.

SPECIAL CHANCE ENCOUNTERS

A few chance encounters are unique in that they will unlock extra missions upon completion. The map on this page reveals the locations where these take place.

SPECIAL CHANCE ENCOUNTERS

NAME	DESCRIPTION	MISSION UNLOCKED
Treasure Hunter	A man is looking at a map and using binoculars. You need to loot the map from him.	"High Stakes Treasure" (treasure hunt) – see page 197
Any one of: **Torch Procession, Stalking Shadows, Spooked Horse, Voice**	These chance encounters all involve minor confrontations with the Night Folk gang in the Bayou region.	"A Fine Night For It" (stranger mission) – see page 191
Murder Scenes	Three different murder scenes to find; with each one, a map can be retrieved from the victim's head.	"American Dreams" (stranger mission) – see page 191
Del Lobo Execution	A deputy turns in a Del Lobo in Tumbleweed, and the sheriff executes the outlaw. This is available from Epilogue 1 onward.	"Joaquin Arroyo" & "Esteban Cortez" (two bounty hunter missions) – see page 185

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WILDERNESS CHANCE ENCOUNTERS

NAME	DESCRIPTION	NOTES
Animal Attack	A person is surrounded by predators.	• +10 honor if you save them. • -10 honor if you watch them get killed. • -5 honor if you leave. • -20 honor if you save and then murder them.
Animal Mauling	A man is being mauled by a predator.	• +2 honor if you scare off the predator. • +2 honor if you give the man medicine. • +2 honor if you give the man whiskey. • +2 honor for killing him if he asks you to end his suffering. • -5 honor if you watch him get killed. • -5 honor if you leave.
Approach	A lone man asks for help, but then attempts to steal your horse.	• +2 honor if you offer your help.
Arms Deal	Outlaws are buying a wagon full of weapons.	• You can collect ammunition from the chest in the wagon.
Bear Trap	A man has his foot stuck in a bear trap.	• +10 honor if you save him, and +5 if you give him some whiskey. • -20 honor if you watch him bleed out. • -5 honor if you leave. • -2 honor if you steal from him before helping. • -20 honor if you save and then murder him (-1 if you steal his horse).
Boat Attack	Murfrees are dumping a dead body in a lake.	• There is no reward for attacking them, other than what you might loot from their bodies.
Booby Trap	You fall in a hidden hole in the ground and are attacked by ambushers.	• Jump to climb out of the hole.
Bounty Transport	Two bounty hunters transport a wanted man.	• +5 honor for turning in the bounty yourself. • No honor consequences for killing the bounty hunters or freeing the wanted man, though the latter might reward you with a tip on a nearby robbery opportunity. • -2 honor for killing the bounty while he's tied up.
Burning Bodies*	A man at Coots Chapel who has too many bodies to bury has taken to burning them instead.	• -15 honor if you kill the man.
Camp Attack	Murfrees or Skinners take you by surprise while you camp in their territory.	• There are two possible variations: either they give you a warning, or they attack.
Camp Stranger	A strange woman approaches while you camp in the wilderness and asks to join you.	• +5 honor for allowing her to sit by the fire. • -2 honor for making her run off. • -10 honor for killing her. • -5 honor for antagonizing her after allowing her to stay.
Campfire Ambush	Murfrees ambush you as you investigate a campfire.	• Dead Eye can be useful to take them down when they hold you up.
Chain Gang	A group of prisoners using pickaxes to strike rocks kill the guards watching over them and escape.	• -8 honor for killing each lawman
Checkpoint	Lemoyne Raiders are checking a wagon on the road looking for federal supplies to steal.	• +5 honor for intervening. • -10 honor for killing the driver. • -1 honor for stealing the wagon.
Coach Robbery	A gang is robbing a coach.	• +10 honor if you intervene and save the victims. • +2 honor if you intervene but the occupants still die. • -10 honor if you allow the passengers to be murdered. • -5 honor if you leave. • You can find a few random collectibles in the lock box at the back of the coach.
Corpse Cart	Murfrees are transporting dead bodies, but one of the victims is still alive and calls out.	• +10 honor for saving the victim. • -5 honor for not saving the victim.
Crashed Wagon	A drunk has crashed his wagon and asks you to watch his stuff while he walks back to town.	• +2 honor for agreeing to watch his wagon. • -2 honor for stealing from his wagon if you don't agree to help. • -5 honor for stealing from his wagon if you do agree to help. • You can steal a valerian root from the lock box close to the wagon (only possible once). • In a variation of this event, two outlaws argue over whose fault the accident is.
Del Lobo Posse	You run into Del Lobo riders.	• Only available from Epilogue 1 onward.
Drunk Camp	A drunk asks you to sit at his camp and asks for whiskey.	• If you give him whiskey, the man will tell you about Fort Riggs.
Escort	A woman is stranded in the wilderness after the death of her horse, and asks you to take her home.	• +10 honor for helping her. • -2 honor if you ignore her or decline to help. • -20 honor for killing her. • -5 honor for terrorizing her.
Executions	Lemoyne Raiders are poised to execute federal employees.	• +10 honor for successfully saving the victims. • +2 honor for intervening. • -5 honor if you watch the victims get killed.
Fleeing Trespasser	A trespasser from the Gray or Braithwaite family is being chased by the opposing family.	• You can assist the pursuers by stopping the trespasser.
Friendly Outdoorsman	A man inspecting a plant.	• If you approach, he'll share his knowledge of the plant with you.
Frozen to Death	Settlers that didn't survive the cold weather.	• You can loot a document from the small camp.
Fussar Chase	Two islanders making a run for it with Fussar's men in pursuit.	• +5 honor for saving the islanders from Fussar's men. • Only available during Chapter 5.
Gold Panner	A lone man is panning for gold near a river.	• If you wait long enough, the man might find a gold nugget. • -2 honor if you steal the gold nugget.
Horse Race	A rider challenges you to a race to the nearest landmark.	• -2 honor for kicking or attacking your rival during the race. • -10 honor for killing your rival after agreeing to the race.
Hostage Rescue	Someone on the side of the road asks you to rescue their spouse from thugs in a nearby shack.	• +10 honor for saving the victim. • -10 honor for killing the person asking for help. • -10 honor for watching the victim get killed. • -10 honor for killing the victim when they are tied up. • -20 honor for killing the victim after saving them.
Hunter	A hunter is tracking an animal.	• Bear version only: +5 honor for saving the man's life when the bear charges him. • -20 honor for killing him after helping; -1 honor for looting him. • You can skin the bear after killing it.

* Only available from Epilogue 1 onward

WILDERNESS CHANCE ENCOUNTERS (CONTINUED)

NAME	DESCRIPTION	NOTES
Inbred Kidnap	Two Murfrees are kidnapping a woman.	• +10 honor for saving the victim. • +5 honor for giving the victim a ride home. • -5 honor for failing to take her home after agreeing to do so. • -5 honor for saving her and not freeing her right away. • -10 honor for watching without helping. • -20 honor for saving then murdering her.
Injured Rider	A dying man falls off his horse and needs to be taken to the doctor.	• +10 honor for taking the man to the doctor if he's still alive; this might later trigger a Public Hanging chance encounter. • -5 honor for killing the man.
Kidnapped Victim	A man is riding by; a tied-up victim on the back of his horse screams for help.	• +10 honor for saving the victim. • -5 honor for saving her but not freeing her right away. • -20 honor for saving her then killing her. • -5 honor for not helping.
Laramie Gang Rustling*	The Laramie gang is harassing ranchers and killing their cattle.	• +2 honor for intervening. • +10 honor for killing the Laramie and saving the victims. • -20 honor for killing the victims after saving them. • -5 honor for watching and not helping.
Locked Safe	Two outlaws are trying to break a safe open.	• Wait until they open the safe to claim its contents, or blow it up yourself with dynamite if you prefer.
Lone Prisoner	A lone prisoner asks you to free him from his shackles.	• +5 honor for shooting the chains. • You can hogtie him and turn him in at any sheriff's station to receive a bounty payment.
Lost Friend	A man is searching for his lost friend.	• Use Eagle Eye to find the friend, frozen, in the highlighted area. • +5 honor for informing the man that his friend is dead. • -2 honor for refusing to help.
Lost Man	A man is lost and asks you to lead him to the closest town.	• He will tell you a story on the way. • +5 honor for helping him. • -2 honor for refusing to help him from Chapter 6 onward.
Moonshine Camp	Two moonshiners offer payment in exchange for collecting plants.	• Use Eagle Eye to find the plants. • +2 honor for helping them, along with a chest reward (aged pirate rum the first time).
Murder Scene	You run across a murder scene.	• There are three different murder scenes to find. In each one there is a map hidden in the victim's head. • Finding all three clues unlocks the "American Dreams" stranger mission (see page 191).
Naked Swimmer	A naked swimmer arrives as you fish.	• If you greet him, he will point you to a fishing spot with large specimens to catch.
Outlaw Looter	A man is looting a dead body.	• No special considerations; act as you please.
Outlaw Transport	Outlaws open fire on a prisoner wagon and free one of their own who is locked inside.	• No special considerations; act as you please.
Poisoned	A man is vomiting after eating something poisonous and asks for medicine.	• +5 honor for saving him. • -5 honor for watching him die. • -5 honor for ignoring him. • -20 honor for killing him after helping. • You can find the herb he ate nearby.
Posse Breakout	Bill has been captured by bounty hunters.	• +5 honor for freeing Bill. • -2 honor if you don't agree to go help Bill. • There are items and valuables to loot in the camp.
Prison Wagon	A prisoner being transported in a wagon asks for help.	• +10 honor for freeing the prisoner. • -5 honor for killing each lawman. • If you help the prisoner(s), they might reward you with a tip on a nearby robbery opportunity.
Rally Ceremony	A new member is being accepted into the order.	• +2 honor for breaking up the rally.
Rally Dispute	A handful of hooded rally members argue over a measly turnout.	• +2 honor for breaking up the rally.
Rally Setup	Hooded rally members struggle to put up a cross.	• +2 honor for breaking up the rally.
Rifle Practice	Lemoyne Raiders are taking target practice.	• No special considerations; act as you please.
Road Ambush	Enemy gang members ambush you as you ride on a road at night.	• No special considerations; act as you please.
Savage Aftermath*	The horrific aftermath of an attack on a campsite perpetrated by Skinners.	• There are two possible variations. In the version with a scalped man bleeding out, +5 honor for putting him out of his misery. • In the version where the only survivor is a dog next to his dead owner, -5 honor for killing the dog.
Savage Fight*	Skinners are attacking a campsite.	• +2 honor for intervening. • +5 honor for successfully saving the victims. • -5 honor for watching the victims get killed. • There are a few items to collect in the camp.
Savage Wagon*	You run into a wagon whose driver and passenger have been killed by Skinners.	• No special considerations; act as you please.
Sharpshooter	A man engaged in target practice offers you a friendly wager on who is the better marksman.	• -2 honor if you cheat. • -5 honor if you try to rob him. • -5 honor if you kill him or run away without paying after losing. • Use Dead Eye if you struggle. • If you win, the man will want to raise the stakes when you meet him again. Walking away without taking the winnings will reward you with honor.
Skipping Stones	A miserable boy is skipping stones.	• You can listen to his story if you greet him. • This event can happen again years later, during or after the Epilogue
Snake Bite	A man has been bit by a snake and asks for help.	• +20 honor if you save his life. This might later trigger the Consequence chance encounter in the nearest town. • -5 honor if you watch him die. • -5 honor you ignore him. • -20 honor for killing him after helping.
Spooked Horse	Your horse is spooked by the body of a dead horse left by Night Folk.	• This is one of the chance encounters required to trigger the "A Fine Night For It" stranger mission (see page 191).
Stalking Shadows	A man spooks your horse and crosses the road.	• If you follow the man, your horse will buck you off and Night Folk members will ambush you. • This is one of the chance encounters required to trigger the "A Fine Night For It" stranger mission (see page 191).

* Only available from Epilogue 1 onward

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WILDERNESS CHANCE ENCOUNTERS (CONTINUED)

NAME	DESCRIPTION	NOTES
Stranded Rider	A man is trying to remove something from his horse's hoof.	• There are two variations of this event. In one, the horse kicks the man, who dies. In the other, the horse runs off and you can help by returning it to the man. • +5 honor for bringing back his horse. • -2 honor for refusing to help him. • -10 honor for killing him after agreeing to help him.
Torch Procession	Two Night Folk are dumping a dead body in the swamps.	• This is one of the chance encounters required to trigger the "A Fine Night For It" stranger mission (see page 191).
Torturing Captive	Two Murfrees are torturing an innocent tied to a tree.	• +2 honor for intervening. • +10 honor for cutting him free. • -5 honor for watching the victim get killed. • -5 honor for ignoring the victim.
Train Holdup	Enemy gang members are robbing a train with their victims lined up.	• +2 honor for intervening. • -5 honor for watching the victims get killed.
Trapped Woman	A woman is trapped under her horse and asks for help.	• There are two variations: either the woman really does need help, or she's the bait in an impending ambush. • +5 honor if you help her. • +5 honor if you take her home. • -5 honor if you refuse to help. • -5 honor for failing to take her home after agreeing to do so. • -10 honor if you kill her while she's trapped. • -20 honor if you save and then murder her. • *Trap variant only:* -5 honor for killing the woman before knowing it's a trap.
Treasure Hunter	A man is looking at a map and using binoculars.	• You need to steal his map to initiate the High Stakes Treasure Hunt. • -5 honor for stealing the map.
Voice	While traveling through the swamp at night, you hear someone crying for help.	• Follow the voice to find the person in distress. When you try to help with △/Y, you are ambushed by the Night Folk. • This is one of the chance encounters required to trigger the "A Fine Night For It" stranger mission (see page 191).
Wagon Threat*	The Laramie gang are robbing a wagon and threatening its owners.	• +10 honor for saving the victims. • -10 honor for watching the victims get killed. • -5 honor for riding off. • -20 honor for saving then killing them.
Washed Ashore	You encounter a small wrecked boat.	• There are multiple valuables to collect around the boat, as well as a letter to Bonnie MacFarlane.
Wild Man	You run into a naked and crazed man who grew up in the wild with wolves in Roanoke Ridge.	• After two encounters, you can follow him back to his den where you can pick up a few minor collectibles. • -2 honor for killing the man. • -2 honor for going into his den and killing the wolves.
Wilderness Hanging	You run across a hanged man.	• Either nothing happens, or you are ambushed by the local gang.

* Only available from Epilogue 1 onward

TOWN CHANCE ENCOUNTERS

NAME	DESCRIPTION	NOTES
Beggar	A beggar asks for money.	• +5 honor if you give him money; -5 honor if you steal his money. • -10 honor if you kill him; -5 honor if you beat him up. • In one variant with a con man, you can retrieve any donation made without losing honor. • In another variant with a desperate man, you can obtain special snake oil and lose more honor for harming him.
Bronte's Goons	A couple of Bronte's goons are chatting in Saint Denis.	• If you look for a fight, beware of potential witnesses.
Bronte Patrol	A few of Bronte's men are patrolling around Saint Denis looking for members of Dutch's gang.	• This event happens close to town, so a shootout is likely to be noticed by witnesses.
Consequence	A townsperson that you previously saved from a trap or a snake bite wants to offer you a reward.	• Your reward is to pick one item from a specific store for free. Use this opportunity to buy something expensive • -20 honor for killing the townsperson or the friend they're talking to. • +5 honor when the person thanks you.
Dark Alley Ambush	A man in Saint Denis asks you to follow him into an alleyway and then ambushes you.	• You will regain consciousness either in the cemetery or by the river.
Dark Alley Stabbing	A man is being robbed at knifepoint in an alleyway.	• +10 honor for saving the man. • -5 honor if you watch them get killed. • -5 honor if you leave. • -20 honor if you save and then murder him.
Dead Bodies	A man is filling a wagon with dead bodies in Armadillo.	• -10 honor for killing the man who warns you about cholera.
Del Lobo Breakout*	A few Del Lobos are busting a gang member out of jail.	• -5 honor if you stand by as they murder the lawman.
Del Lobo Execution*	A deputy turns in a Del Lobo in Tumbleweed.	• -2 honor if you free the Del Lobo.
Domestic Dispute	A couple is having a fight.	• +2 honor for offering words of encouragement to either party after the argument. • -10 honor for killing one of them. • -2 honor for interrupting their argument with an antagonizing comment.
Drowning Murder	A man is trying to drown a woman by forcing her head into a water trough.	• +10 honor for saving the woman. This can trigger a Public Hanging chance encounter if you knock out the man instead of killing him. • -20 honor if she is killed as you watch. • -5 honor if you ignore the victim. • -5 honor if you watch and she gets away.
Drunk Dueler	A drunk man in a saloon challenges you to a duel.	• +5 honor for turning down the duel and ignoring the insults. • +2 honor for disarming him and letting him live. • -2 honor for killing him after Chapter 5. • In an occasional variation of this event, the man collapses before the duel begins.

* Only available from Epilogue 1 onward

TOWN CHANCE ENCOUNTERS (CONTINUED)

NAME	DESCRIPTION	NOTES
Duel Boaster	A man at the Rhodes saloon brags about his marksmanship, and challenges you to a duel.	• +2 honor for disarming him and letting him live. • -2 honor for killing him.
Duel Winner	A duel ends and the winner challenges you to be next.	• +2 honor for disarming him and letting him live. • -2 honor for killing him.
Fleeing Family	A family is loading up the last of their belongings in a wagon and hurrying to escape Armadillo.	• Only available from Epilogue 1 onward. • -10 honor for killing either of them. • -5 honor for terrorizing them.
Foot Robbery	Two O'Driscolls or Lemoyne Raiders are roughing up a victim.	• +5 honor for intervening. • -5 honor for watching the victim get beat up.
Gang Encounter	You run across a few rival gang members. They may simply continue their conversation, or instead opt to antagonize you.	• Beware of witnesses if you resort to violence.
Intimidation Tactics	A few Lemoyne Raiders throw a fire bottle at a federal building in Saint Denis.	• No special considerations; act as you please.
Lost Dog	A boy asks for help finding his lost dog, which you will hear barking if you search the highlighted area.	• +10 honor for taking the dog back to the boy. • -20 honor for killing the boy or the dog. • If the boy is cruel to the dog: -2 honor for killing the boy, +2 honor for beating him up.
Lost Drunk	A drunk man asks you for directions.	• +2 honor for assisting him. • -2 honor for misleading him. • -10 honor for misleading him and watching the consequences of that lie. • -20 honor for killing him while he is passed out.
On the Run	An angry man in Strawberry is searching for a swindler who sold him a bogus cure for impotence.	• The swindler hides in the latrine across the river. Once you've found him, you can assist or mislead the angry man. • +2 honor for misleading the angry man and returning to the swindler. • -5 honor for assisting the angry man and watching the swindler get killed.
Parlor Ambush	Two Lemoyne Raiders come into the Rhodes saloon looking for trouble.	• If you don't leave, conflict is unavoidable.
Peeping Tom	A few men are peering through a window with evident excitement.	• There are three possible scenarios: a woman getting undressed, a couple smoking opium, and a cowboy being spanked. • +2 honor for scolding the two voyeurs. • -2 honor for looking through the window. • -10 honor for continuing to watch.
Pickpocket	A man bumps into you as you enter a shop and steals money.	• You'll need to chase him if you want your money back.
Piss Pot	In Saint Denis, people may suddenly empty chamber pots over balconies – to the surprise and anger of passers-by below.	• No special considerations; act as you please.
Police Chase	A lawman chases a criminal down an alleyway in Saint Denis.	• No special considerations; act as you please.
Public Hanging	A criminal is being hanged.	• -5 honor for freeing the criminal. • Another -5 honor loss for freeing a criminal that you arrested, and again for killing any lawmen that come after you.
Rat Infestation	The bartender at the slum saloon in Saint Denis asks you to help him with his rat problem.	• +5 honor for helping the man. • -5 honor for shooting up the saloon and not helping the man after agreeing to.
Rowdy Drunks	A few drunks exit the local saloon and cause trouble as they stumble to their horses.	• No special considerations; act as you please.
Self Defense	A prostitute in Valentine claims that she killed a man who was threatening her and asks you to dispose of the body. This can occur twice.	• First Encounter: • +2 honor for turning her in. • -5 honor for helping her after Chapter 5. • -5 honor for getting rid of the body, taking the money, and then turning her in • Second Encounter: • +2 honor for turning her in. • -2 honor for helping her. • Turning her in might trigger a Public Hanging chance encounter.
Show Off	A man shows off his new gun but accidently shoots himself or his friend.	• No special considerations; act as you please.
Slum Ambush	A woman in the Saint Denis slum saloon leads you into an ambush in a back alley.	• -5 honor if you kill her before you know it's a trap. • -5 honor for following her from Epilogue 1 onward.
Street Fight	Two men burst from the local saloon engaged in a fist fight.	• No special considerations; act as you please.
Taunting	A few young men make fun of you and flee when you approach them.	• If you chase them, you will fall into an ambush.
Town Burial	An outlaw is being buried.	• -2 honor if you jump inside the grave. • -10 honor if you kill the reverend or anyone in attendance.
Town Confrontation	A man confronts you for one of the crimes you have committed.	• -5 honor for killing him.
Town Robbery	A man in Valentine calls you over and offers a robbery tip in exchange for a cut of the proceeds.	• The money is in the top drawer of the dresser in room 1B. A fist fight occurs when you find it. • If you lie and say you couldn't find the money, -5 honor. On a subsequent encounter with the man, he will confront and attack you.
Town Terror*	Three Del Lobos ride through Armadillo, calling out the subject of their ire, and shooting up a building.	• +2 honor for intervening.
Town Widow	A woman confronts you for killing her husband.	• +5 honor for offering her money. • -10 honor loss for killing her. • -2 honor for antagonizing her.
Unpaid Debt	A thug is threatening violence if a debtor doesn't pay up what he owes.	• +5 honor for helping the debtor. • -5 honor for watching the debtor get shot (only in certain variants).
Wealthy Couple	A wealthy couple are mugged. Either the woman gets killed, or she beats up the thugs.	• +10 honor for saving them. • -5 honor for watching and not helping. • -10 honor for watching the woman get killed. • -20 honor for saving them just to kill them.

* Only available from Epilogue 1 onward

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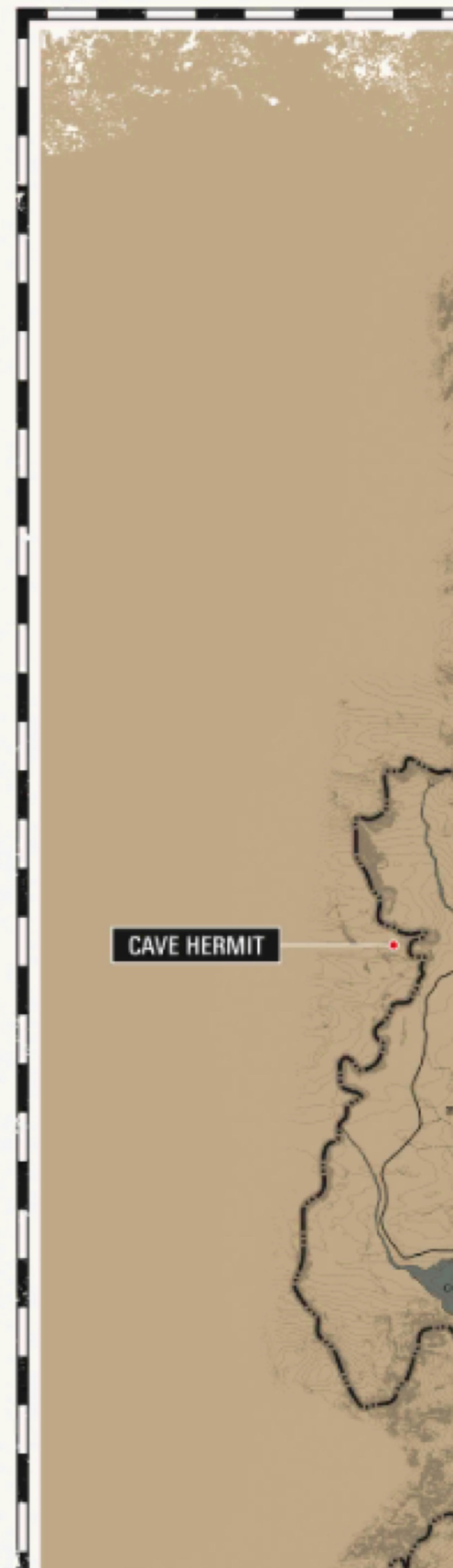
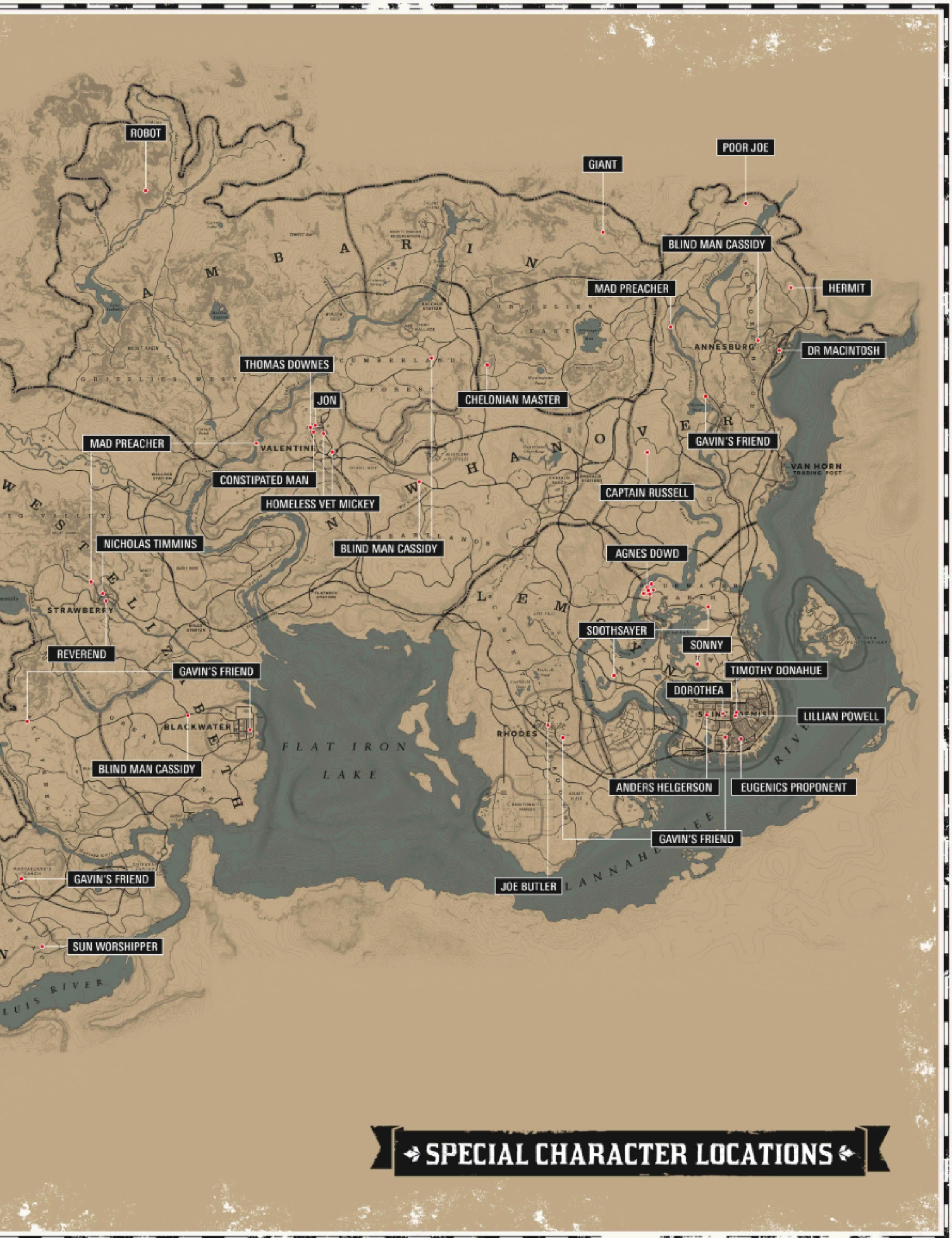
SPECIAL CHARACTERS

As you travel the world of *Red Dead Redemption 2* and advance the story, you will regularly run into special characters that offer unique dialogues. Many of them can be encountered multiple times, with the way you behave early on affecting later stages. For example, intimidating a special character may cause him or her to flee the next time they see you.

The map on this double-page spread shows the locations of all special characters. You can find details about when or how they can be encountered over the pages that follow. To avoid unnecessary spoilers, our descriptions are sufficiently detailed to enable you to recognize the opportunity or event, but suitably vague to preserve each story for you to experience first-hand.





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AGNES DOWD

Availability: Chapter 2 onward, between 9pm and 3am.
Notes: The ghost of Agnes Dowd can be found in the Bayou swamp. There are six possible stages, each taking place at a specific spot (as shown on our map). Each stage consists of one or more possible sub-stages with unique lines of dialogue. Agnes is visible in some of them, and invisible in others. You can only trigger the next stage by visiting her again 48 in-game hours after your previous encounter.

AGNES VISIBILITY

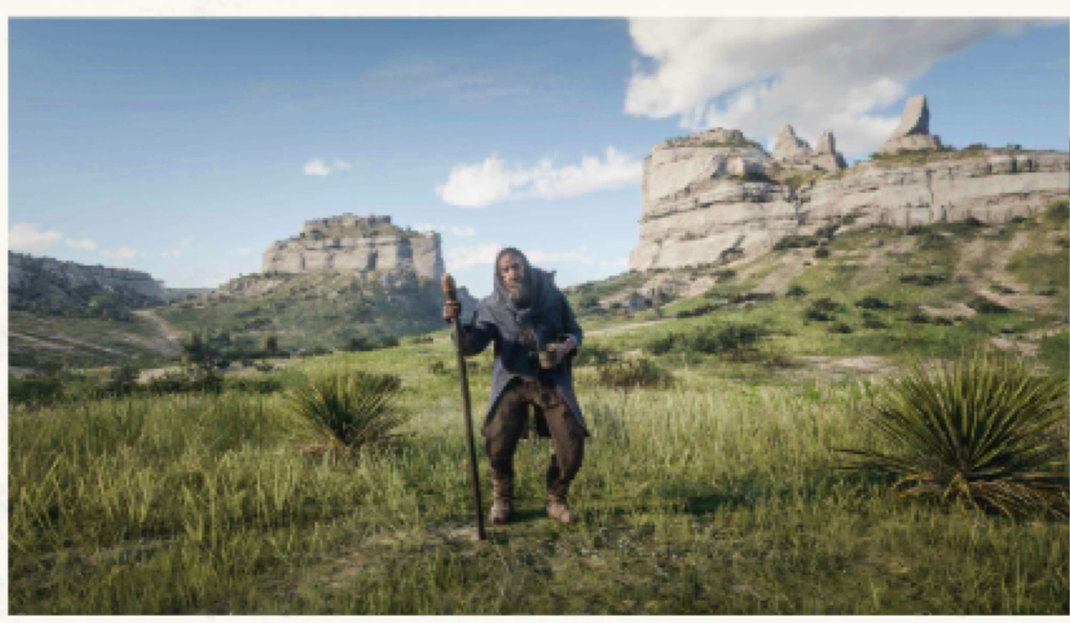
STAGE	STATUS
1a	Invisible
1b	Invisible
1c	Visible
2a	Invisible
2b	Visible
3a	Invisible
3b	Visible
4a	Invisible
4b	Visible
4c	Invisible
4d	Visible
5a	Invisible
5b	Visible
5c	Invisible
5d	Visible
6	Visible

ANDERS HELGERSON

Availability: Chapter 2 onward, between 8am and 6pm.
Notes: A recruiter for the Chelonian cult in Saint Denis, Anders tries to convince passers-by to join his ranks and will offer you a pamphlet if you talk to him.

ARMADILLO TOWN CRIER

Availability: Epilogue 1 onward, between 8am and 7pm.
Notes: This man can be found in two spots in Armadillo. He will warn you about a cholera outbreak in the town.



BLIND MAN CASSIDY

Availability: Chapter 2 onward.
Notes: This mystical blind man will tell fortunes if given a dollar. He is available in many possible locations (see map), and at any time. There are 18 potential stages to experience before the end of Chapter 6, though you will need to wait three in-game days to trigger a new meeting after each encounter. Once you reach the game's Epilogue, you have access to a further eight stages.

CAVE HERMIT

Availability: Chapter 2 onward.
Notes: This strange hermit lives deep inside a dark cave directly west of Hanging Dog Ranch, at the edge of the map. There are five possible stages, each available at least three in-game days after the previous one. Note that you need to stay in his presence for a sufficiently long period of time, even after he asks you to go away, to hear all the man has to say and to actually see him.

CHELONIAN MASTER

Availability: Complete Epilogue 2.
Notes: The leader of a cult that worships turtles can be witnessed jumping off a cliff with his followers – the same cliff where you rescue Jamie during "We Loved Once and True".

CAPTAIN RUSSELL

Availability: Chapter 2 onward.
Notes: This old and forgetful Union soldier offers three stages to experience here, with subsequent encounters available after three in-game days. Two additional stages are unlocked from Epilogue 1 onward.

CONSTIPATED MAN

Availability: After you complete "Polite Society, Valentine Style" (Chapter 2).
Notes: A constipated man can be heard struggling inside room 2A in Valentine's hotel.

DOROTHEA

Availability: Chapter 2 onward, from 8am to 6pm.
Notes: Dorothea is a suffragette who appears in Saint Denis. She attempts to convince the crowd that women should be given the vote. After your first encounter, you can experience a second stage by coming back at least one in-game day later.

DR MACINTOSH

Availability: Chapter 2 onward.
Notes: A scientist shares his theories in Annesburg. If you accept his book and come back at least three in-game days later, you will get to have a second conversation with him.

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EUGENICS PROPONENT

Availability: Chapter 2 onward, between 8am and 6pm.
Notes: This man expounds his views on white supremacy on a street corner in Saint Denis. During the first stage, you can accept a pamphlet from the man; a cutscene ensues. After this, he will run away from you on a future encounter (which can take place after one in-game day).

GAVIN'S FRIEND

Availability: Chapter 2 onward. Note that the Rhodes location is locked while the "No Good Deed" stranger mission is open.
Notes: This man can appear at three different locations (Rhodes saloon, Roanoke Ridge, Saint Denis), and at a further four from Epilogue 1 onward (Blackwater, Tall Trees, MacFarlane's Ranch, east of Armadillo). He is searching for his friend Gavin. If you loot him, preferably not in town, you will obtain the "Letter to Nigel from Tom", which will help you to understand this side story.

GIANT

Availability: Chapter 2 onward, between 8am and 8pm.
Notes: This character is located to the north of O'Creagh's Run. To unlock him, however, you first need to have studied at least 30 animal species. If that is the case, head to the west shore of the river directly east of the Wapiti Indian Reservation on a clear day (this will not work if the weather is rainy, snowy, stormy, or foggy). When you arrive, you should notice an unusual flock of birds on the river that will fly away. Follow these on horseback and they will lead you to the giant's den. You can have two different conversations with this giant, the second one at least three in-game days after the first.

HERMIT

Availability: Chapter 2 onward.
Notes: This man lives in a cabin to the north of Annesburg. He will shoot to kill if he witnesses a trespasser. If you take him out, you can loot his house for collectibles (including a secret treasure map – see page 344) and claim his weapon: a rare shotgun.

HOMELESS VET MICKEY

Availability: Chapter 2 onward.
Notes: This veteran of the Civil War asks for money at two possible spots in Valentine. There are six initial stages, each accessible three in-game days after the previous one. A seventh is unlocked from Epilogue 1 onward.

JOE BUTLER

Availability: Chapter 2 onward.
Notes: A one-legged former confederate soldier, Joe Butler can be found begging in Rhodes outside the general store. There are initially three stages, each available three in-game days after the previous one. A fourth can be seen from Epilogue 1 onward.

JON

Availability: Chapter 2 onward, between 12pm and 6am.
Notes: This old, drunken frontiersman can be seen ranting in Valentine's Smithfields saloon. If you listen to him and stay close, he will eventually attack you. Knocking him out will give you a chance to pick up his classic raccoon mountain hat.

LILLIAN POWELL

Availability: Chapter 2 onward, between 9am and 9pm.
Notes: This drunk, aging writer talks about life in the Saint Denis saloon. There are four stages to experience, each one three in-game days after the previous one.

MAD PREACHER

Availability: Chapter 2 onward.
Notes: This individual appears in three different rivers, each time at least three in-game days after the previous encounter. The first potential meeting is to the northwest of Strawberry, then to the west of Annesburg, and finally to the west of Valentine. A fourth stage becomes available to the southwest of Tumbleweed after the Epilogue.

NICHOLAS TIMMINS

Availability: Chapter 2 onward, between 8am and 8pm.
Notes: The mayor of Strawberry is welcoming people to his town. Speaking to him leads to additional lines once his speech is over. Three stages can be triggered (the first two at the Welcome Center, the third in the main street), each at least two in-game days apart from the others.

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POOR JOE

Availability: Chapter 2 onward.
Notes: This strange hermit lives in a tree to the north of Annesburg, near the edge of the map. To experience the three stages here, you will need to wait at least three in-game days after each encounter. The final one can only be triggered from Epilogue 1 onward.

REVEREND

Availability: Chapter 2 onward, between 8am and 7pm.
Notes: This preacher stands on a roadside in Strawberry. After your initial encounter, you can meet him again if you come back at least 24 in-game hours later. Your dialog choice during the initial encounter affects the second conversation, but has no gameplay consequences.

ROBOT

Availability: Complete the stranger mission called "A Bright Bouncing Boy – II" (see page 188).
Notes: A robot appears on a mountaintop close to Colter after you complete the associated stranger mission. Note that the electric lantern (acquired by returning to the lab after completing "A Bright Bouncing Boy – II") will glow orange when aligned in the direction of the robot.

SONNY

Availability: Chapter 2 onward.
Notes: This strange and creepy man lives in the Bayou Nwa, in a cabin a short distance to the southeast of Lakay. If you accept his invitation to go inside the cabin, you are in for a bad surprise. You will wake up in the wilderness, with some of your money gone and your attribute cores exhausted. Returning to the cabin can be a profitable trip if you plan to exact revenge, with multiple collectibles to pick up inside.

SOOTHSAYER

Availability: Chapter 2 onward.
Notes: An old and nearly blind woman tells fortunes in exchange for money. There are 15 stages to experience, each available three in-game days after the previous one, with her location alternating between the Bayou and Bluewater Marsh. The first ten can be triggered between Chapters 2 and 6, and the last five once you begin Epilogue 1.

SUN WORSHIPPER

Availability: Epilogue 1 onward.
Notes: This man can be found in various parts of the State of New Austin. You can encounter him 12 times, each one at least three in-game days after the previous. The stages occur in the following areas: the first three in Hennigan's Stead, then one at Cholla Springs, then five in Rio Bravo, one in Gaptooth Ridge, and the final two in Rio Bravo again.

THOMAS DOWNES

Availability: Between the beginning of Chapter 2 and "Sodom? Back to Gomorrah" (Chapter 3).
Notes: Thomas Downes is located opposite the stable in Valentine, trying to raise money for an orphanage. You can experience two different conversations with him: one before completing "Americans at Rest", a story mission that occurs during Chapter 2, and one afterwards.

TIMOTHY DONAHUE

Availability: Chapter 2 onward.
Notes: Timothy Donahue sells a book called "Get Rich Quick" near the barber in Saint Denis, for the rather steep price of $50. If you come back at least two in-game days later, you can encounter him again and ask for a refund – though you will need to chase the man and loot him to get your money back. Beware of witnesses during this process.

TUMBLEWEED SHERIFF

Availability: Epilogue 1 onward.
Notes: The unforgiving sheriff of Tumbleweed proclaims his authority over all who enter his town. There are three possible encounters, each at least one in-game day apart from the others.

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ATLAS

This chapter features detailed annotated maps covering the entire world of *Red Dead Redemption 2*. No matter where you might go, the following pages will reveal everything that you can expect to find on your travels.

INTRODUCTION

This chapter offers expanded topographic maps that collectively chart the full extent of the *Red Dead Redemption 2* world map. For each area, you will find detailed annotations revealing the positions of key points of interactivity and collectibles.

Whenever item locations require specific notes (such as additional guidance for well-hidden collectibles), you will find numbered icons such as 001 and footnotes such as *1.

★ These icon numbers make it easy to connect an annotation to its associated note, where relevant.

★ All icon numbers are used globally throughout the guide. The very first cigarette card, for instance, is "001". Whenever this collectible appears in this book, you will always find it represented with that number, and that number only: it is essentially the "item ID".

★ Numbers are grouped in logical ranges to facilitate easy reference:

BASE ICON	ITEM	NUMBER RANGE
	Cigarette Cards	001 – 144
	Points of Interest	201 – 249
	Chests & Lock Boxes	301 – 374
	Dinosaur Bones	401 – 430
	Rock Carvings	501 – 510
	Special Tonics	701 – 721 722 – 743 744 – 766
	Unique Collectibles	601 – 630
	Item Requests	801 – 806
	Rare Orchids	901 – 913

Note that certain features are not immediately available when you launch a new game, and are gradually unlocked as you complete the early chapters of the adventure and meet new characters. For this reason, we would suggest that you leave major collectible hunting expeditions until you have made sufficient progress. We provide detailed information on feature unlocks in the flowcharts that appear before each section of the main storyline in our Missions chapter.

MAP LEGEND

The following tables offer an overview of the icons used not just in this chapter, but throughout the guide.

SHOPS & SERVICES*

ICON	MEANING
	General Store
	Gunsmith
	Stable
	Trapper
	Barber
	Butcher
	Doctor
	Fence
	Wagon Fence

ICON	MEANING
	Horse Fence
	Bait & Tackle Shop
	Tailor
	Saloon
	Post Office
	Hotel
	Newspaper Seller
	Photo Studio
	Show
	Stagecoach

* You can find further information and extensive shop lists in the Items chapter.

TABLE GAMES

ICON	MEANING
	Blackjack
	Dominoes
	Five Finger Fillet
	Poker

SPECIAL LOCATIONS

ICON	MEANING
201 – 249	Point of Interest
	Shack/Cabin
	Legendary Fishing Location
	Legendary Animal Location

SPECIAL COLLECTIBLES

ICON	MEANING
001 – 144	Cigarette Card
301 – 374	Chest/Lock Box
401 – 430	Dinosaur Bone
501 – 510	Rock Carving
601 – 630	Unique Collectible
701 – 721	Aged Pirate Rum
722 – 743	Ginseng Elixir
744 – 766	Valerian Root
801 – 806	Item Request
901	Lady of the Night Orchid
902	Lady Slipper Orchid
903	Moccasin Flower Orchid
904	Acuna's Star Orchid
905	Cigar Orchid
906	Ghost Orchid
907	Night Scented Orchid
908	Rat Tail Orchid
909	Spider's Orchid
910	Clamshell Orchid
911	Dragon's Mouth Orchid
912	Queen's Orchid
913	Sparrow's Egg Orchid
	Dreamcatcher
	Gator Egg

NOTES & NAVIGATION

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Each map portion occupies most of the page it is displayed on. You can find a complete legend of all icons used on the page to your left.

Whenever you are in an area of the game that corresponds to the border of a map portion, you will find a page reference in the corresponding margin that details where the adjacent map can be found.

To ensure maximum precision, each icon uses a red pointer to pinpoint the exact position of the corresponding item.

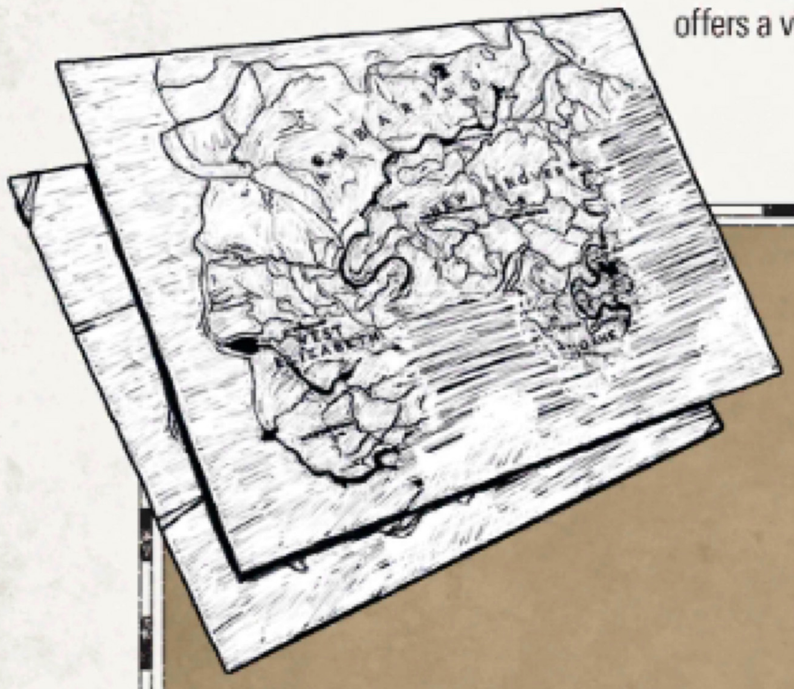
Certain maps are so dense that we occasionally had to spread the notes over a complete double-page spread. This is represented by the ▸▸▸ icon.

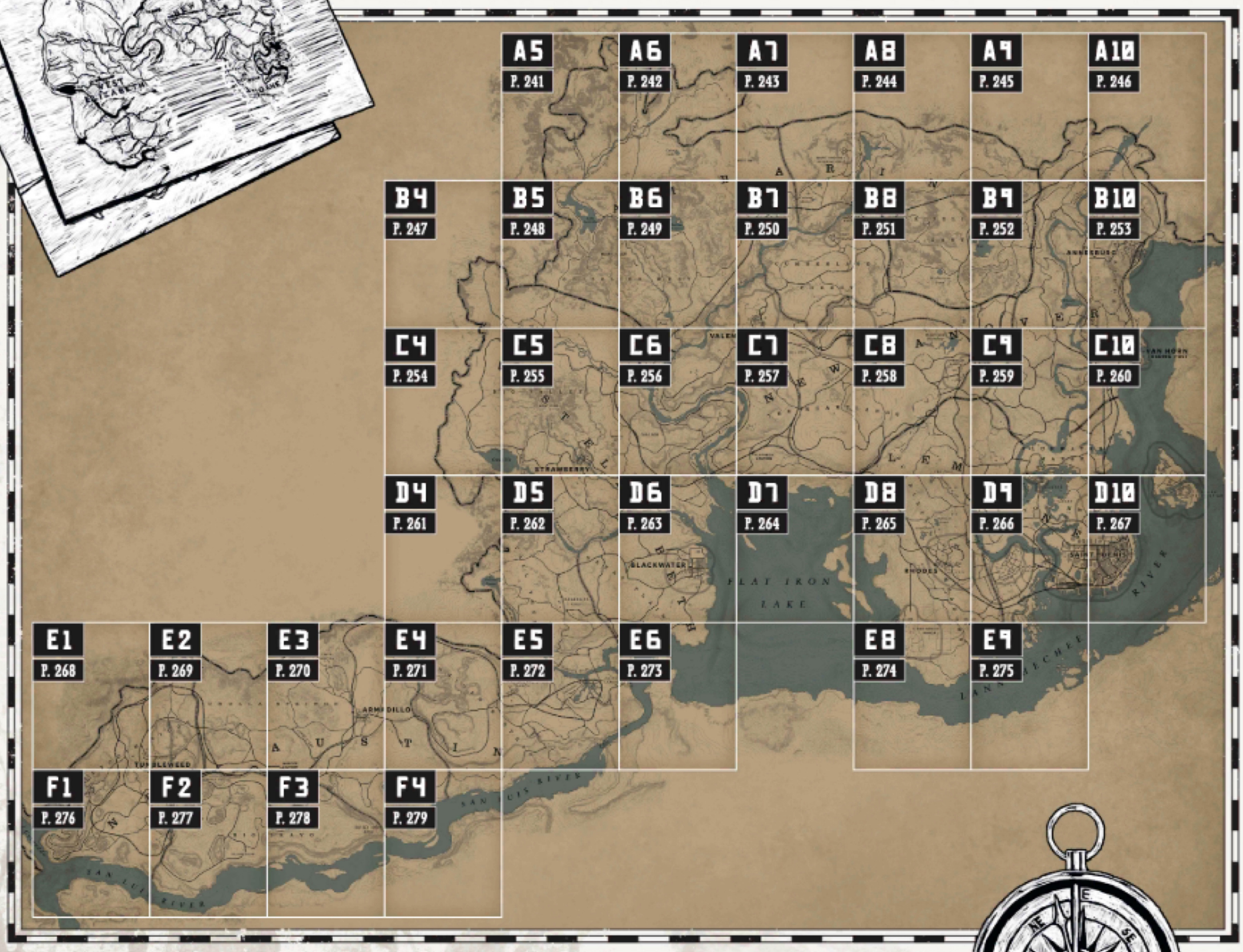
This atlas consists of a collection of map portions. We have divided the world map based on a grid, with each grid cell corresponding to a map portion; see overleaf for an illustration that will make things perfectly clear.

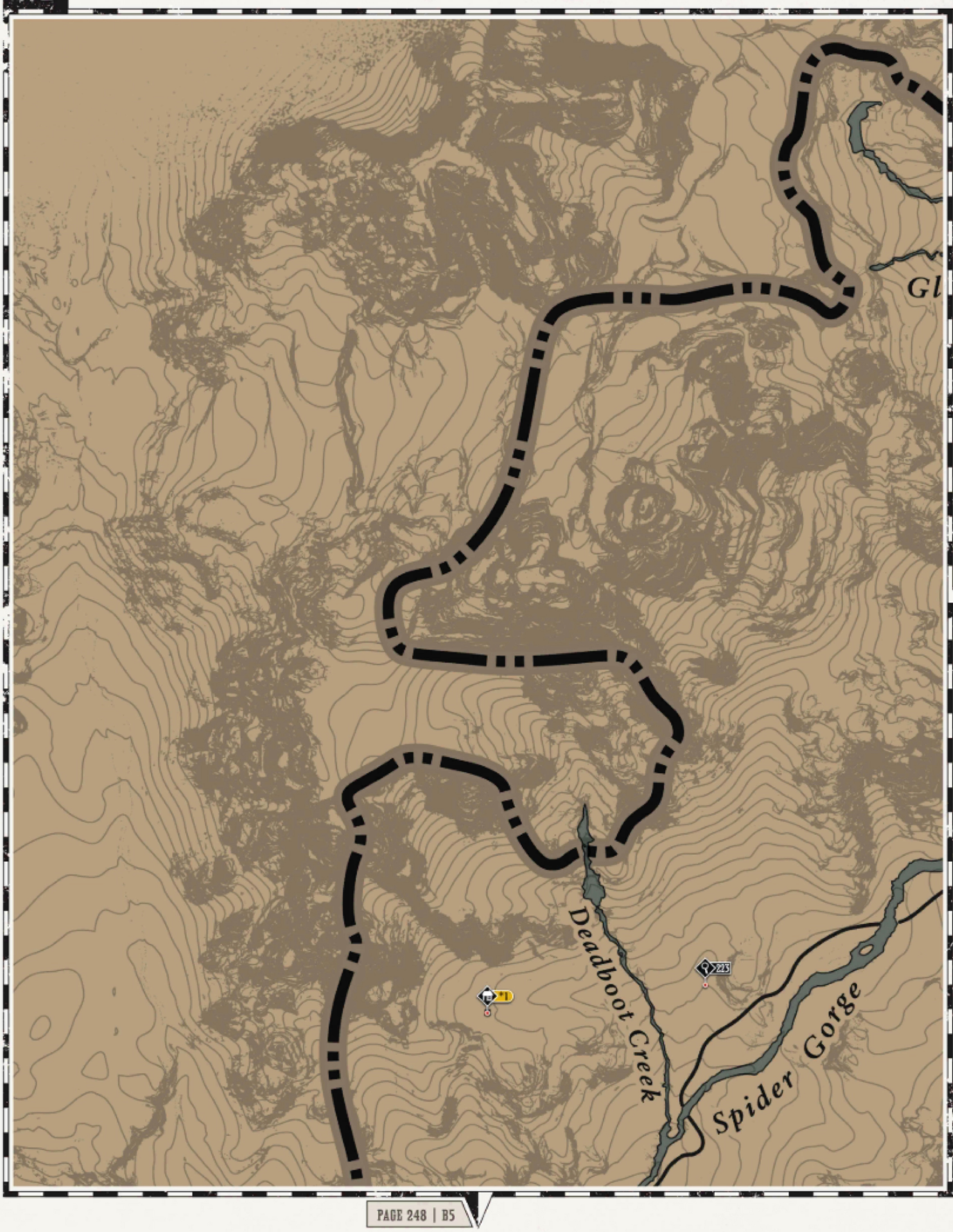
For the more hard-to-find collectibles and points of interest, we provide notes where necessary. These offer details on where the collectibles in question are hidden, whether special unlock conditions apply, or – with chests – what rewards they contain. You can easily connect an item position to its associated note by matching the number of its icon and footnote.

OVERVIEW MAP

Each page that follows in this chapter features a portion of the world map. The overview below offers a visual index that you can use to jump to the relevant page immediately.







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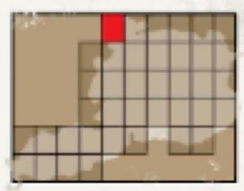
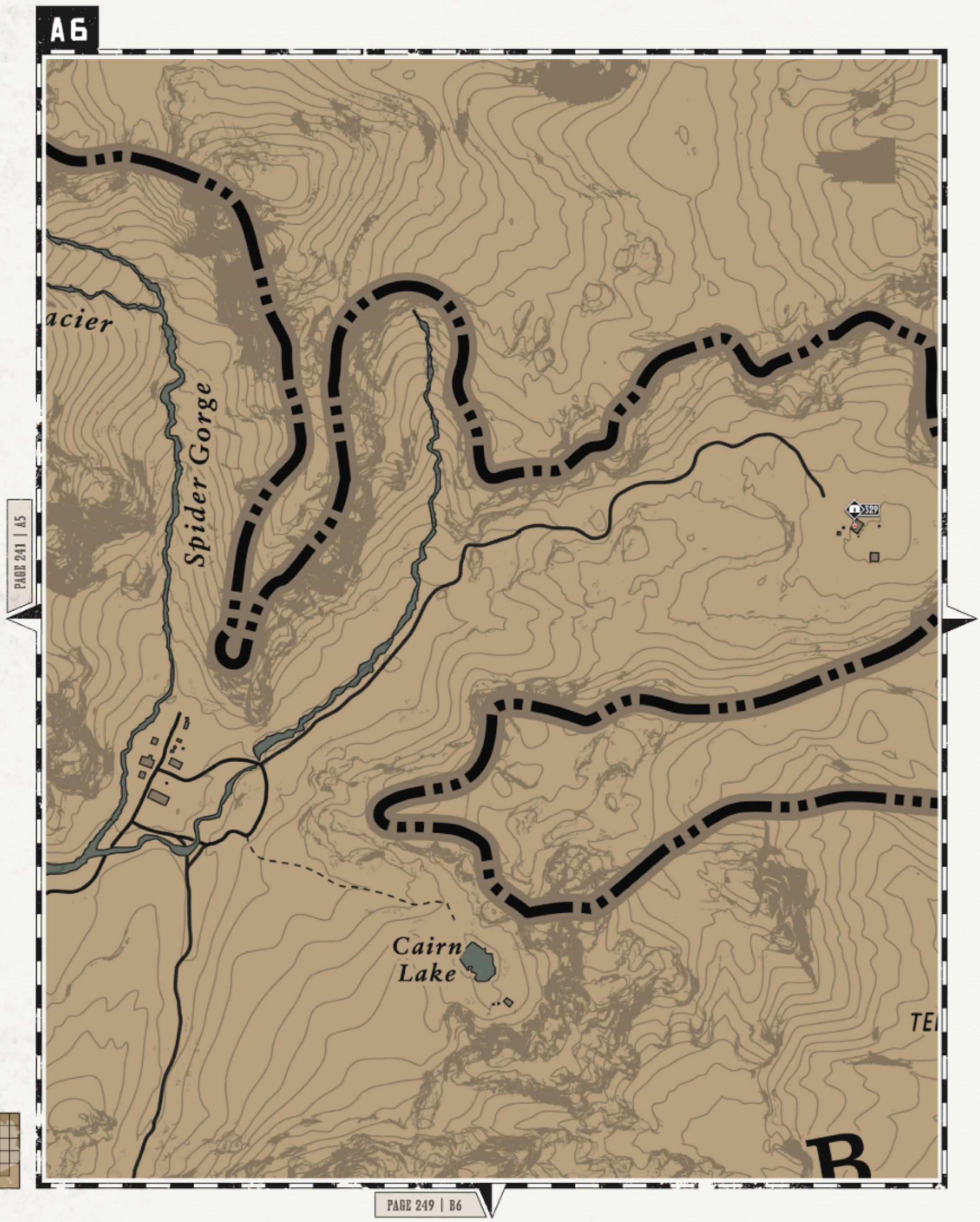


223 Mammoth

***1** Dormin Crest Shack



329 Jewelry | In the burned-out remains of Adler Ranch

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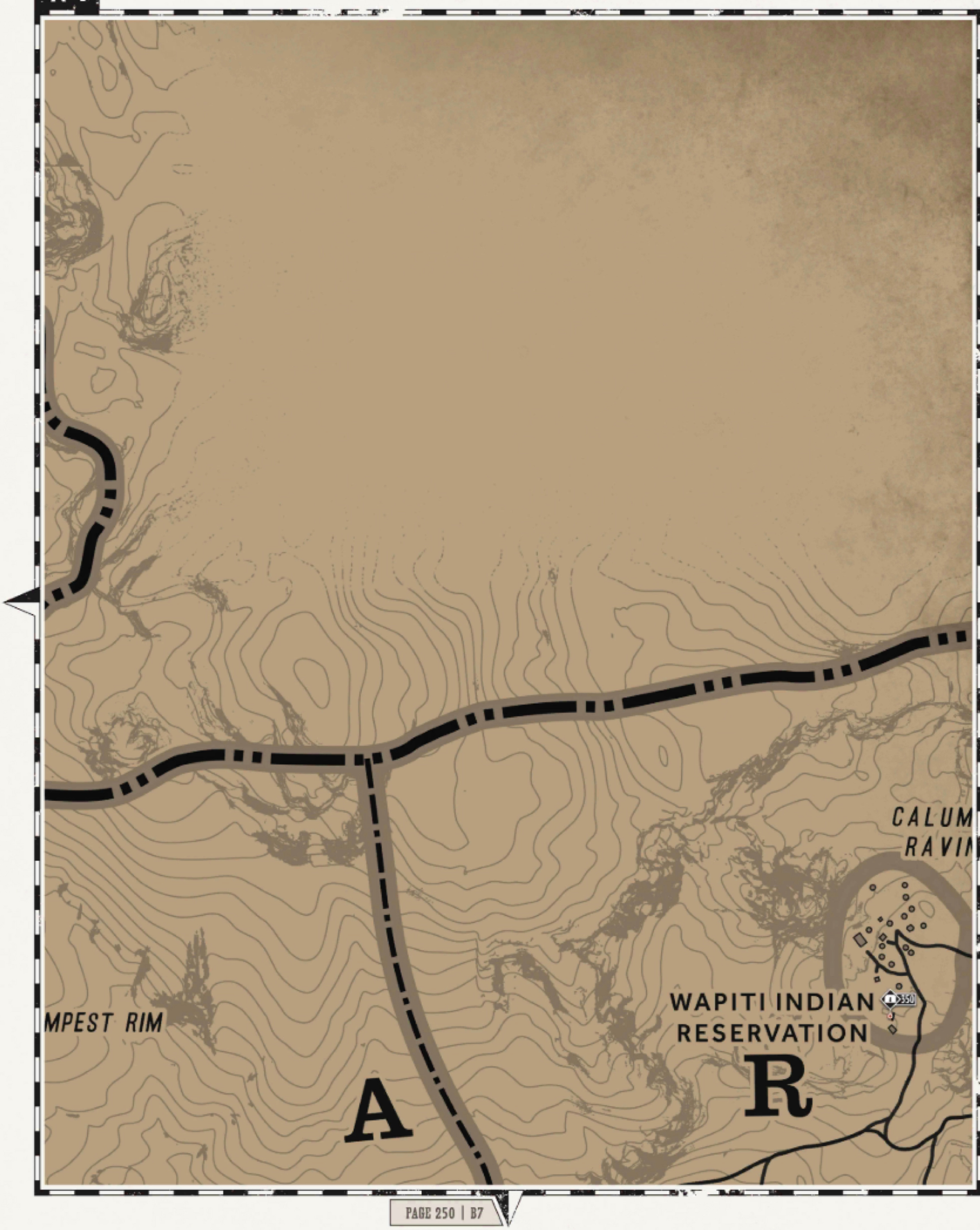

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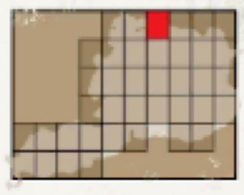

350 Dynamite Arrow Pamphlet, Guarma Rum, Large Jewelry Bag | At the base of a small wooden bridge at the south end of the Wapiti Indian Reservation

317 Hair Tonic, Kentucky Bourbon | Inside Witches Cauldron, a shack hidden among closely-grouped trees

414 Grizzlies Calumet Ravine Bone Location | Caught in the red rocky outcrop, near the top of the hill

601 Ancient Tomahawk | Sticking out of a broken target on the east side of Calumet Ravine

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006 Slim Grant | On a barrel by Fairwale Shanty

038 Isabelle Barlow | On a wall shelf inside the abandoned trading post

039 Hattie Langtry | On the end table inside the hut

119 Electric Light Bulb – 1878 – Thomas Edison | On crates right next to the building's back door

203 Abandoned Trading Post

225 Meteorite

247 Meteor House

372 Gold Nugget, Platinum Pocket Watch, Jewelry | On the crates inside Fairwale Shanty

416 Grizzlies Northern Boundary Bone Location | On a grassy hill, in the open

612 Meteorite | Inside the meteor house

***1** Fairwale Shanty

371 Aged Pirate Rum | On an elevated rock ledge hidden behind the Brandywine Drop waterfall

***1** Legendary Steelhead Trout

***2** Legendary Moose

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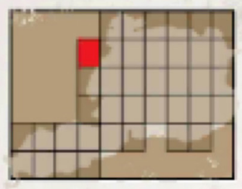

208 Crashed Airship

220 Hermit Woman

616 Torn Treasure Map | Inside the Hermit Woman shack, in a drawer

725 On a shelf inside the shack

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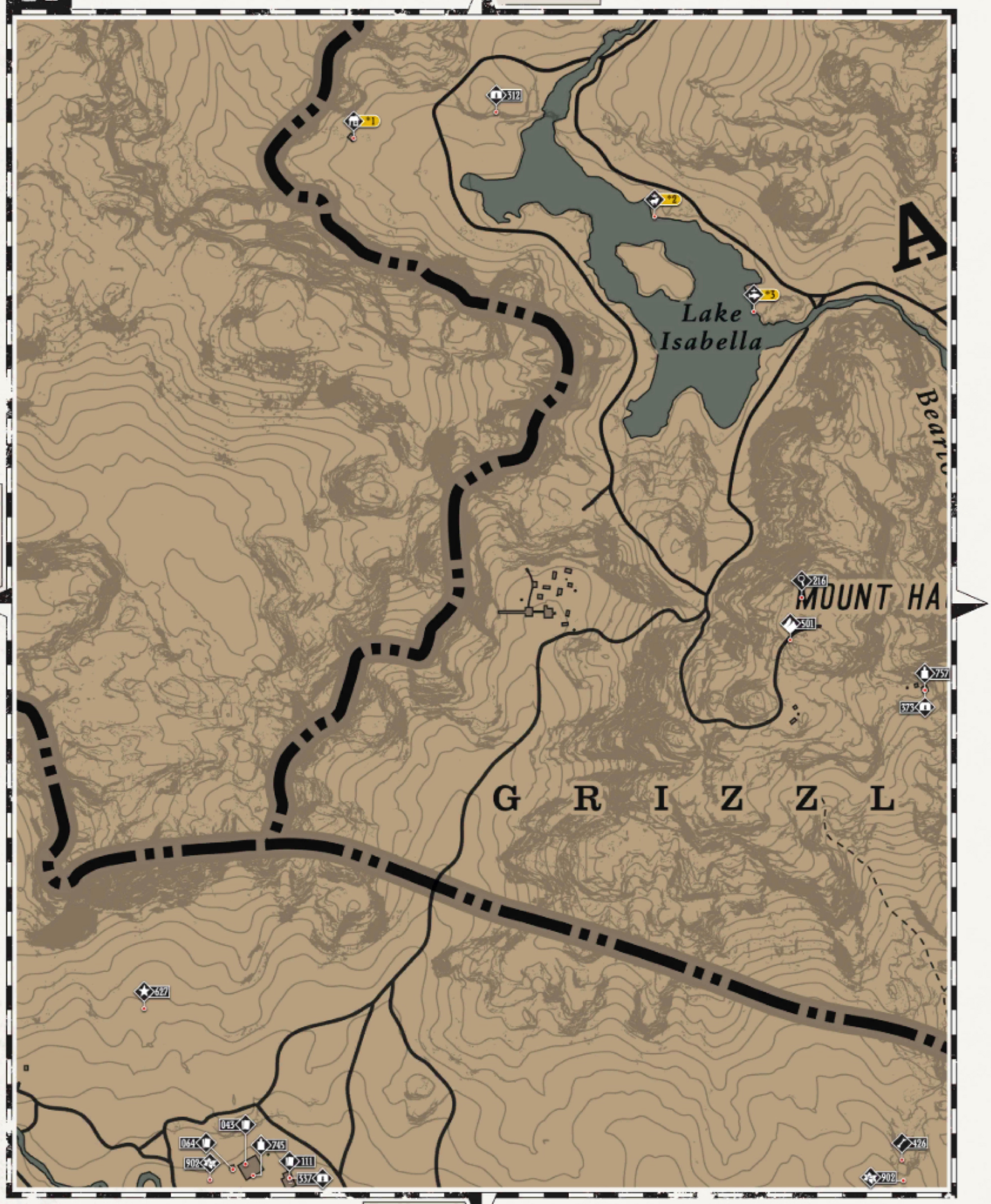

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043 Geraldine Emerson | On a crate on the barn's upper floor

064 Augusta Tremlow | On the windmill tower's platform

111 Electrical Execution Apparatus – 1888 – H.P. Brown, A. Kennelly | Inside the house, under a bunk bed upstairs

216 Frozen Settler | The morion helmet can be collected from the corpse

312 Cobalt Petrified Wood, Money | On the cart under the rock overhang northwest of Lake Isabella

337 Money | Upstairs in the Hanging Dog Ranch house, close to the two bunk beds

373 Coin Sack, Aged Pirate Rum | Upstairs in the mountain hut

426 Big Valley Northern Cave Bone Location | Inside a cave

501 Rock Carving Coordinates 1 | At the top of Mount Hagen

627 Antler Knife | Found on a dead bear

745 On a barrel upstairs in the barn

757 On a log inside the mountain hut, between the bunk beds and the ladder

902 Lady Slipper Orchid

***1** Snowfield Shack

***2** Legendary White Bison

***3** Legendary Sockeye Salmon

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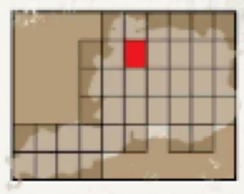

044 Agnès Guyon | On a crate inside the shack

098 Billiards – Edwin A. Rowe | On a windowsill inside the shack

106 Skater – Felix Hawley | On a table inside the cabin

107 Hammer Thrower – Capt. Jack Page | On a windowsill inside the shack

209 Defaced Grave

310 Miracle Tonic, Money | In a hollow tree stump on the south shore of Barrow Lagoon

406 Grizzlies Rock Wall Bone Location | At the base of the rock cliff

423 Heartlands Northern Boundary Bone Location | At the top of the cliff, close to the edge

622 Otis Miller and the Arabian Prince | Clawson's Rest, on a nightstand in the shack

739 Inside a small crate in the easternmost shack of Millesani Claim, right by the mine's entrance

***4** Clawson's Rest Shack

***5** Legendary Bighorn Ram

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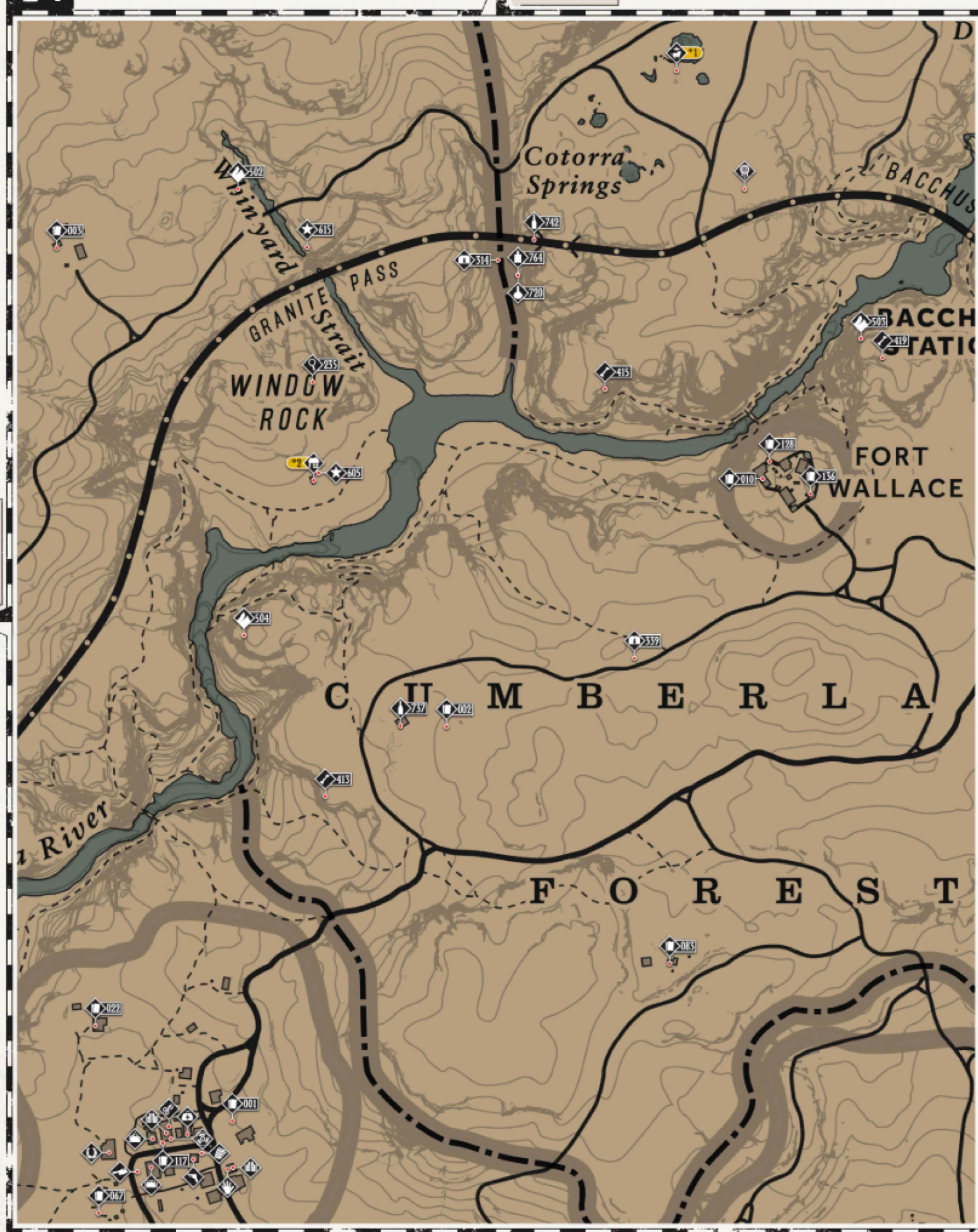

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* Can only be obtained during Chapter 6, from "The King's Son" until you begin "Our Best Selves".

001 Frank Heck | On a gravestone

002 Otis Miller Boys | In the back of the blue wagon

003 Jack Hall Gang | On a windowsill inside the shack

010 Emmet Granger | On a table under a lean-to, opposite two white tents*

022 Charles Châtenay | On a table on the front porch

067 Isadore Reid | In the back of one of the two adjacent wagons

083 Snapping Turtle | Inside the house, on a small crate under a dresser

117 Cylinder Phonograph – 1877 – Thomas Edison | Inside the saloon, on a windowsill facing the street

128 Turkoman | On a crate at the base of Fort Wallace's northwest tower*

136 Leviticus Cornwall | On a windowsill at the top of Fort Wallace's southeast tower*

235 Strange Statues (Cave Painting) | Under a rock overhang

314 Large Jewelry Bag, Money | In the yellow train carriage that has derailed and fallen from the bridge

339 Ginseng Elixir, Letter to Henrietta Douglas, Letter to Judge Finley, Letter to Miriam Wegner, Letter to the Saint Denis Times Tribune, Letter to William Errington | In a mail coach by the road

413 Cumberland Forest Six Point Overlook Bone Location | At the top of the cliff, just at the edge

415 Grizzlies Dakota River Ledge Bone Location | On a small ledge just below the top of the cliff

419 Cumberland Forest Bacchus Station Bone Location | Next to a stone spike at the top of the rock cliff

502 Rock Carving Coordinates 2 | On a rock ledge a few steps to the north of a wooden bridge that runs across Whinyard Strait

503 Rock Carving Coordinates 3 | On a rock ledge near the top of the tall cliff overlooking Dakota River

504 Rock Carving Coordinates 4 | On a ledge just beneath the cliff's top, almost directly above a rope bridge spanning Dakota river

605 Hunter Hatchet | In a tree stump just north of the shack

615 Nevada Hat | Behind the waterfall at Granite Pass

720 In a hard-to-reach crashed train carriage (see screenshot on page 214)

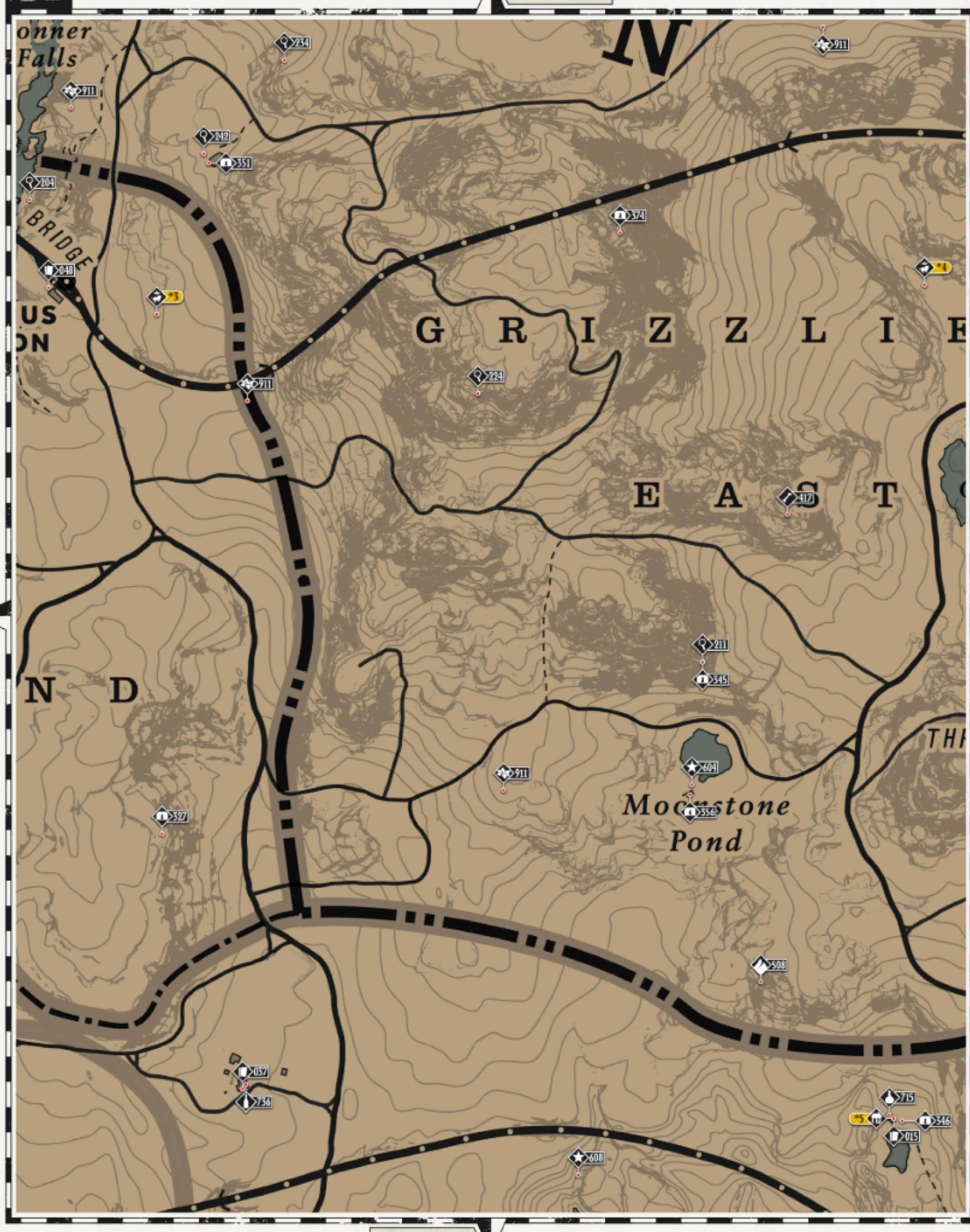
737 In a lock box on the kitchen sink inside Six Point Cabin

742 Next to the train tracks at the west end of the railway tunnel

764 In a hard-to-reach crashed train carriage (see screenshot on page 214)

***1** Legendary Wolf

***2** Dodd's Bluff Cabin



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015 W. G. Hoyt | On a table inside the derelict cabin

037 Leila Stetson | On the windowsill next to the fireplace, downstairs

048 Pauline Henderson | On a crate at the north end of the train station

204 Barrel Rider

211 Face in Cliff

224 Meditating Monk

234 Strange Statues | Inside a cave accessible from the west, via a crevice in the granite

242 Mysterious Hill Home

327 Large Jewelry Bag, Money, Small Jewelry Bag x2 | At the foot of a small dead tree atop a rock cliff

345 Apple, Guarma Rum, Jewelry, Special Health Cure Pamphlet | On the Face in Cliff's scaffolding

346 Guarma Rum, Money, Volatile Dynamite Pamphlet | At Hani's Bethel, beneath a broken wagon just north of the small pond

351 Chewing Tobacco, Poison Arrow Pamphlet | Just outside the Mysterious Hill Home

356 Homing Tomahawk Pamphlet | Inside Flattened Cabin

374 Aged Pirate Rum, Bill Fold, Coin Sack | On a small ledge just beneath the peak

417 Grizzlies O'Creagh's Run Overlook Bone Location | On the ridgeline

508 Rock Carving Coordinates 8 | At the edge of the plateau that overlooks Heartland Overflow

604 Hewing Hatchet | In a tree stump on the south shore of Moonstone Pond

608 Black Sheep | Near the railroad just north of Heartland Overflow; carries a gold wedding ring

715 Hidden inside the chimney at Hani's Bethel

736 In a wardrobe upstairs in Carmody Dell's house

911 Dragon's Mouth Orchid

***3** Legendary Elk

***4** Legendary Grizzly Bear | After completing "Exit Pursued By A Bruised Ego"

***5** Hani's Bethel

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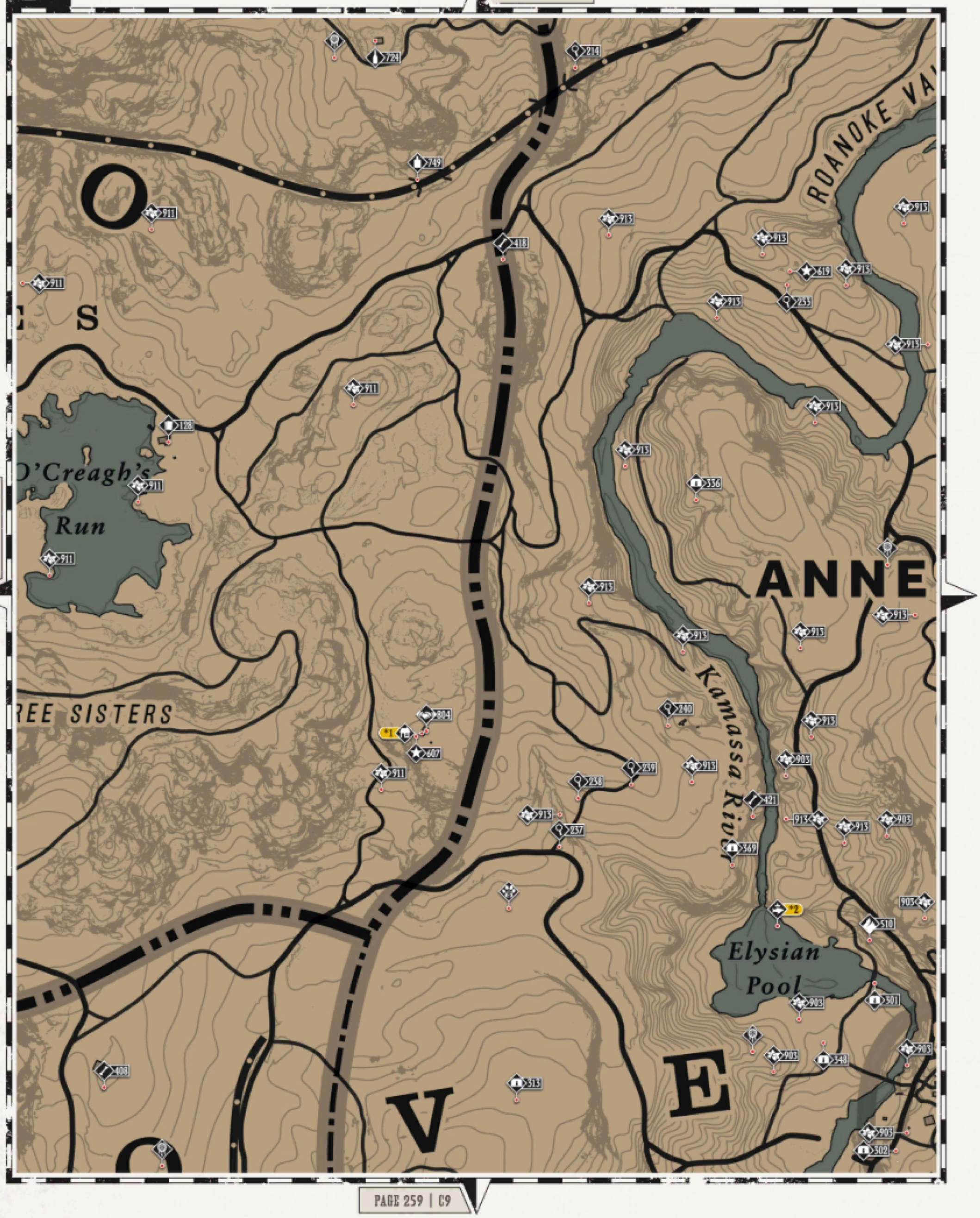

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- **128** On a workbench at the back of the cabin
- **214** Fossilized Man
- **233** Old Tomb | Two valuable items can be collected here: the Viking Hatchet (by the altar) and the Ancient Viking Comb (behind skulls that you can shoot)
- **237** Trail Trees (I)
- **238** Trail Trees (II)
- **239** Trail Trees (III)
- **240** Trail Trees (IV)
- **301** Money | Underneath the southern end of the log bridge
- **302** Chewing Tobacco | Under a derelict wagon southwest of Butcher Creek
- **313** Guarma Rum | Under a small shelter made of branches to the southwest of Elysian Pool
- **336** Jewelry, Money, Valerian Root | Inside the Beaver Hollow cave, in the westernmost chamber
- **348** Gold Nugget, Small Jewelry Bag | Inside the lone chimney
- **369** Large Jewelry Bag | In the cave behind the Elysian Pool waterfall; equip your lantern and go down the path on your right in the first chamber; crouch-walk through the little tunnel at the bottom of the crevasse, then take a right twice to reach a small abandoned campsite
- **408** Heartlands Abandoned Shack Bone Location | On the ground, just south of the cabin
- **418** Roanoke Ridge Overlook Bone Location | On a small rocky plateau, south of the railway bridge
- **421** Roanoke Ridge Kamassa River Bone Location | On the intermediate level of the cliffs
- **510** Rock Carving Coordinates 10 | Near the east shore of Elysian Pool
- **607** Rusted Hunter Hatchet | In a tree stump just west of the shack
- **619** Viking Helmet | Inside the old tomb
- **724** At the top of the lookout tower
- **749** In a partly-destroyed crate inside the wooden structure close to the railroad bridge
- **804** Pocket Mirror | On the bedroom's nightstand in Martha's Swain Cabin
- **903** Moccasin Flower Orchid
- **911** Dragon's Mouth Orchid
- **913** Sparrow's Egg Orchid
- ***1** Martha's Swain Cabin
- ***2** Legendary Perch

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004 Butcher Brothers | On a barrel on the shack's porch

017 Preston T. Stephenson | On a desk in the office

036 Annesburg | On a barrel on the minecart tracks

040 Isabelle Standish | Inside the mine, on a table in the large chamber to the left of the entrance

055 Longleaf Pine | In the shaft at the southwest end of the mine, on a crate at the top of the first ladder

085 Packet Ship | On a crate on the pier

105 Pigeon Shooting – Edwin Singerly | On the floor at the top of the coal mining facility tower

113 Revolver – 1836 – Daniel Buck | On a table on the terrace at the back of the gunsmith | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

227 Old World Scripts

334 Female Fertility Statue | Beneath the chair on the porch of the Roadside Brothel

341 Hair Tonic | Inside a tree stump at the back of the north house in Butcher Creek

420 Roanoke Ridge Valley Overlook Bone Location | On the cliff that overlooks the path heading down toward the Brandywine Drop waterfall

422 Roanoke Ridge Van Horn Bone Location | A thick bone on the ground, at the edge of a clearing

509 Rock Carving Coordinates 9 | On a rock ledge close to the top of Roanoke Ridge

602 Pig Mask | Hanging from one of the wooden pillars of the slaughterhouse structure

606 Rusted Double Bit Hatchet | In a tree stump in Annesburg, a short walk to the north of the coal mining facility

617 Torn Treasure Map | Inside the Manito Glade cabin, in a side table drawer

758 On the railing at the top of the coal mining facility tower

903 Moccasin Flower Orchid

913 Sparrow's Egg Orchid

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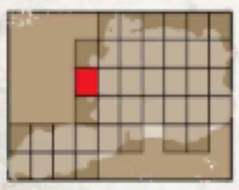
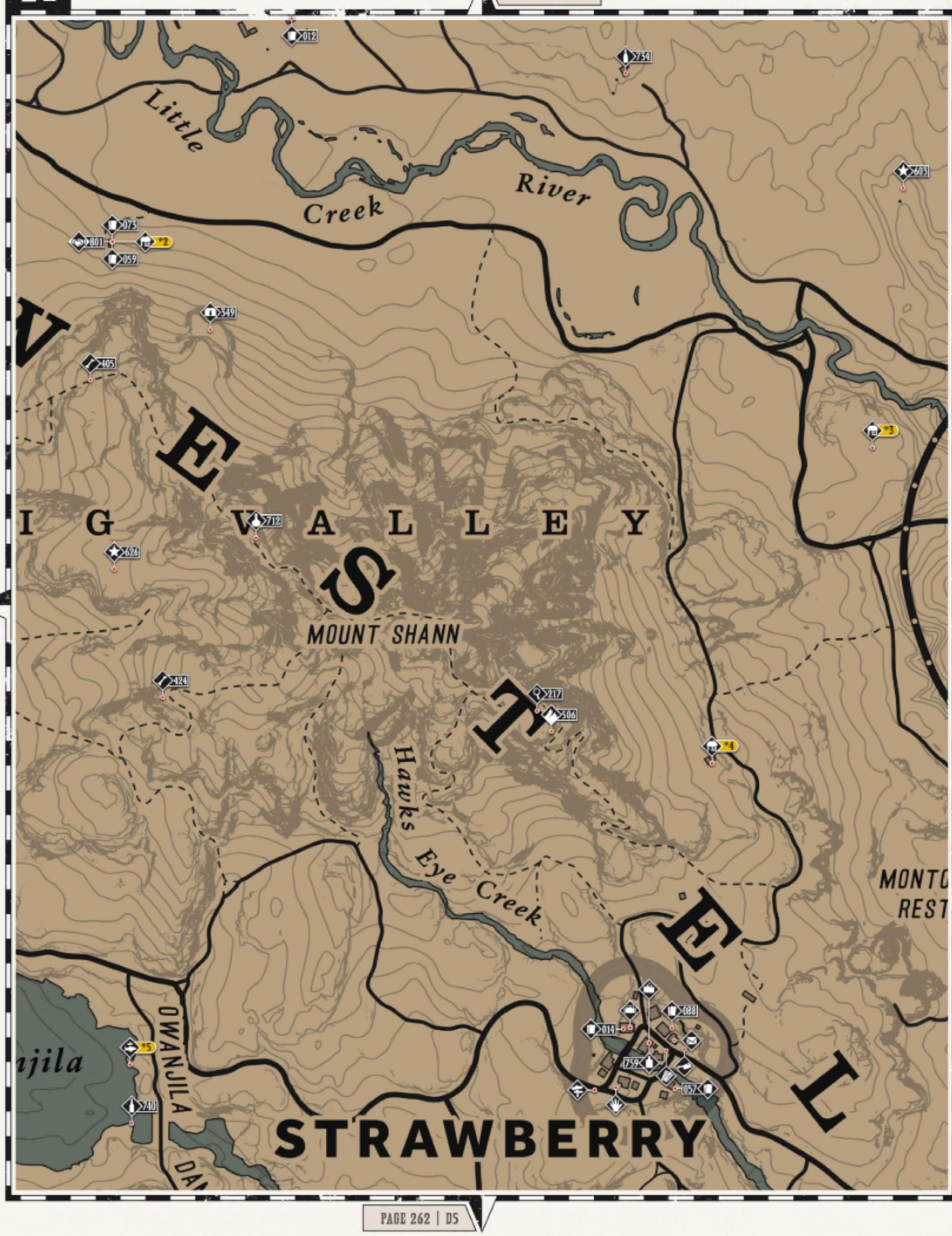


- **205** Native Burial
- **212** Faces in Trees
- **221** Hidden Tunnel
- **226** Obelisk
- **229** Pagan Ritual | You can retrieve the Ram Skull Mask from the corpse
- **244** Whale Bones
- **318** Gold Nugget x3 | By the wagon wreck on the river shore
- **505** Rock Carving Coordinates 5 | On the southwest shore of Owanjila Lake
- **629** Stone Hatchet | Available only if you have completed the related bounty hunter missions in GTA Online
- **743** On the ground, hidden between rocks, directly west of the Strawberry/Pronghorn road sign
- **746** At the foot of the altar at the Pagan Ritual site, halfway up the hill
- **902** Lady Slipper Orchid
- ***1** Legendary Buck



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012 Bart Love | Next to the couch inside the house

014 Elsie Rose | On the table at the top of the hotel's stairway | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

057 Coastal Redwood | On a table on the back porch of the house on the far southeast of Strawberry | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

059 Blazing Star | On the railing right in front of the cabin's door

073 Black Widow Spider | On a desk inside the cabin

088 Elephant Carriage | At the top of the steps leading to the backdoor of the Trackers Hotel building

217 Giant Remains

349 Predator Bait, Rifle Cartridges – High Velocity, Special Miracle Tonic Pamphlet | By a bloodstained tent on the rocky plateau, close to the ridgeline

405 Big Valley Rocky Slope Bone Location | On a rocky hill, in the open

424 Big Valley Beryl's Dream Overlook Bone Location | On rocky terrain, about halfway up Mount Shann

506 Rock Carving Coordinates 6 | Near the peak of Mount Shann

603 Double Bit Hatchet | In a tree stump just north of a lone chimney

626 Wide-Blade Knife | On a dead body deep in the Beryl's Dream mine; press the plunger at the entrance to blow up the rocks in the way

712 By a lonely rock on the ridgeline just northwest of the peak of Mount Shann

734 On the mantelpiece in Watson's Cabin

740 Between a log and a rock, a few steps to the west of Owanjila Dam

759 On a shelf in the general store's basement, accessible only during the corresponding shop robbery (see page 181)

801 Pipe | On a desk in the cabin

***2** Vetter's Echo Cabin

***3** Shepherd's Rise Cabin | Unlocked during the Epilogue

***4** Lenora View Cabin

***5** Legendary Smallmouth Bass

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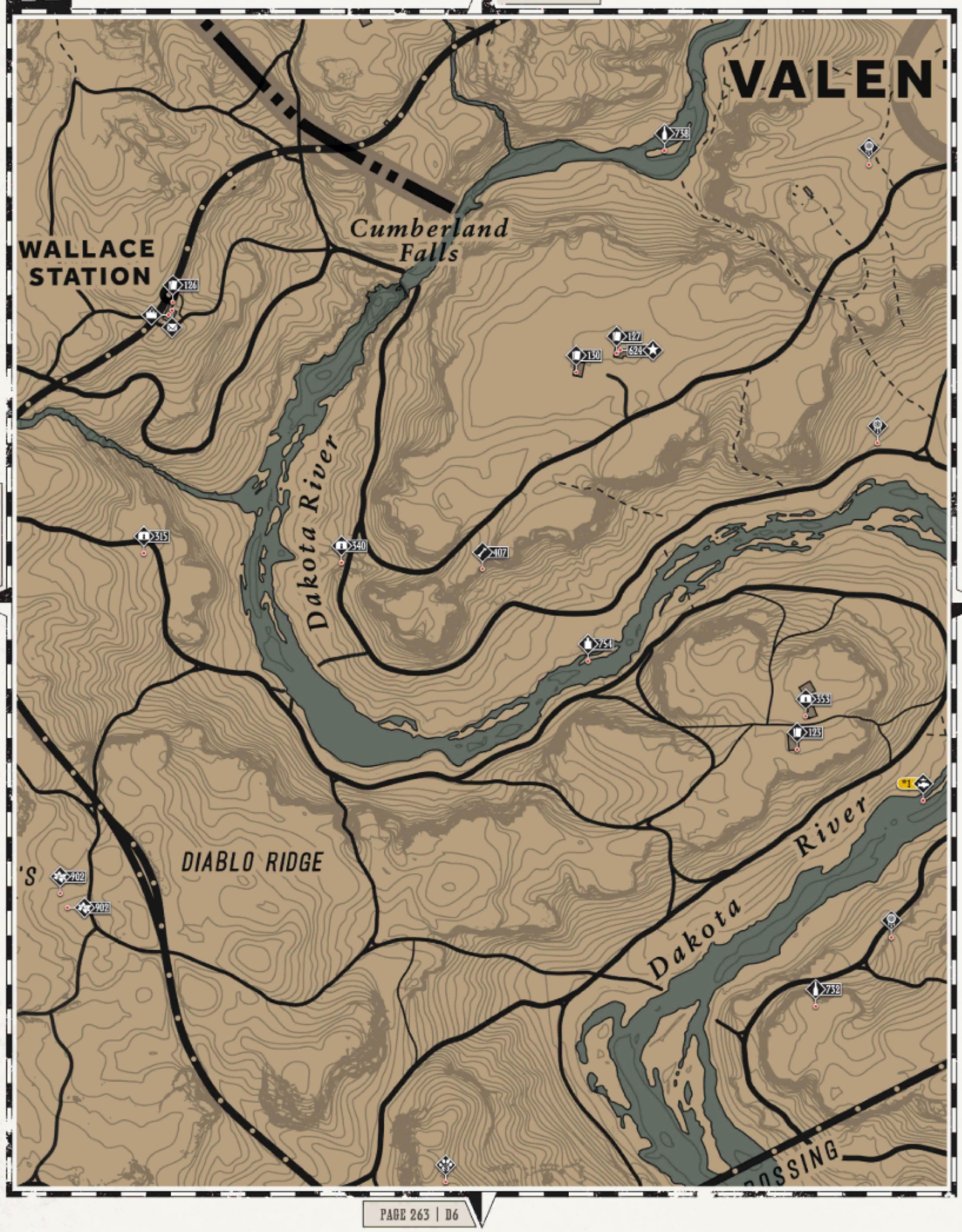

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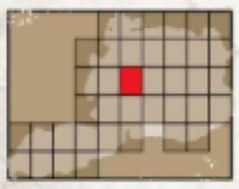
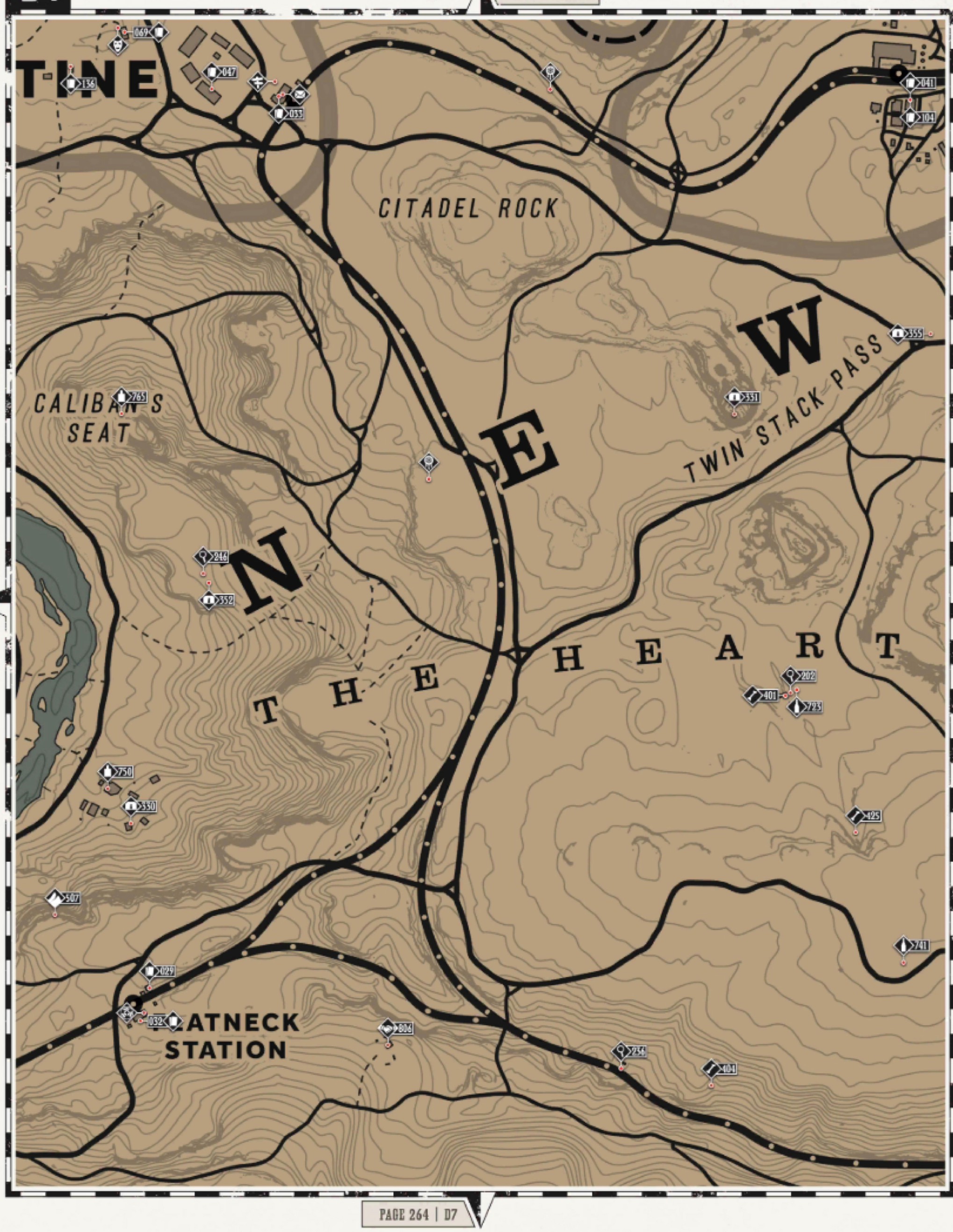


- **123** Andalusian | On a shelf inside the stable
- **126** Ardennes | On the train platform's middle shelf
- **127** Dutch Warmblood | Downes Ranch, on the mantelpiece inside the house
- **130** Mustang | On a hay bale on the upper floor of the barn
- **315** Large Jewelry Bag, Miracle Tonic, Money, Premium Cigarettes | Look for a pile of abandoned furniture: the chest is under the table
- **340** Kentucky Bourbon, Money, Opened Revolver Cartridges | Next to the crashed wagon beneath the bridge
- **353** Guarma Rum, Miracle Tonic, Revolver Cartridges – Regular | Underneath the garden shelves on the west side of the Painted Sky house
- **407** Heartlands Cliff Face Bone Location | At the base of the rock cliff
- **624** Wild West Heroes, No.132 | On a nightstand in the house
- **732** At the foot of a tree near the cliff's edge
- **738** In the bushes at the foot of the dead tree
- **754** By a large rock
- **902** Lady Slipper Orchid | Only available from Epilogue 1 onward
- ***1** Legendary Chain Pickerel



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029 Rio Bravo | On the windmill tower's platform

032 Tall Trees | On a barrel on the south side of the train station

033 Valentine | On a table inside the train station

041 Maud Engel | On a table on the north side of the shack

047 Fay Delaro | At the base of the window on the barn's upper floor

069 Nettie Palmer | Inside the show tent, on a crate right under the projectionist's platform

104 Weightlifter – William Sleicher | On a table on the north side of the shack

136 On a table inside Canebreak Manor

202 Oil Derrick

236 Trading Post

246 Brush Fire

330 Gold Bar, Special Horse Stimulant Pamphlet | Under the desk in the southernmost building of the burned-out settlement

331 Aged Pirate Rum, Money | Atop the cliff

352 Gold Nugget, Ground Coffee, Miracle Tonic, Volatile Fire Bottle Pamphlet | In an abandoned campsite in the burned forest

355 Chewing Tobacco, Ginseng Elixir, Jewelry, Kentucky Bourbon | Beneath the abandoned wagon, between the two three-way crossroads

401 Heartlands Oil Field Bone Location | At the bottom of the well underneath the oil derrick

404 Heartlands Grassy Hill Bone Location | On a grassy hill, in the open

425 Heartlands Southern Gorge Bone Location | Follow the bed of the dried-up river adjacent to the oil derrick: the bone is near the top of the hill

507 Rock Carving Coordinates 7 | On a cliff that overlooks the burned-out settlement

723 On a crate in the abandoned campsite right by the Oil Derrick

741 On the lone tree with many hanging bottles

750 On a windowsill upstairs in the burned-down saloon

765 In the abandoned camp at the top of Caliban's Seat

806 Harmonica | On a cupboard inside the cabin

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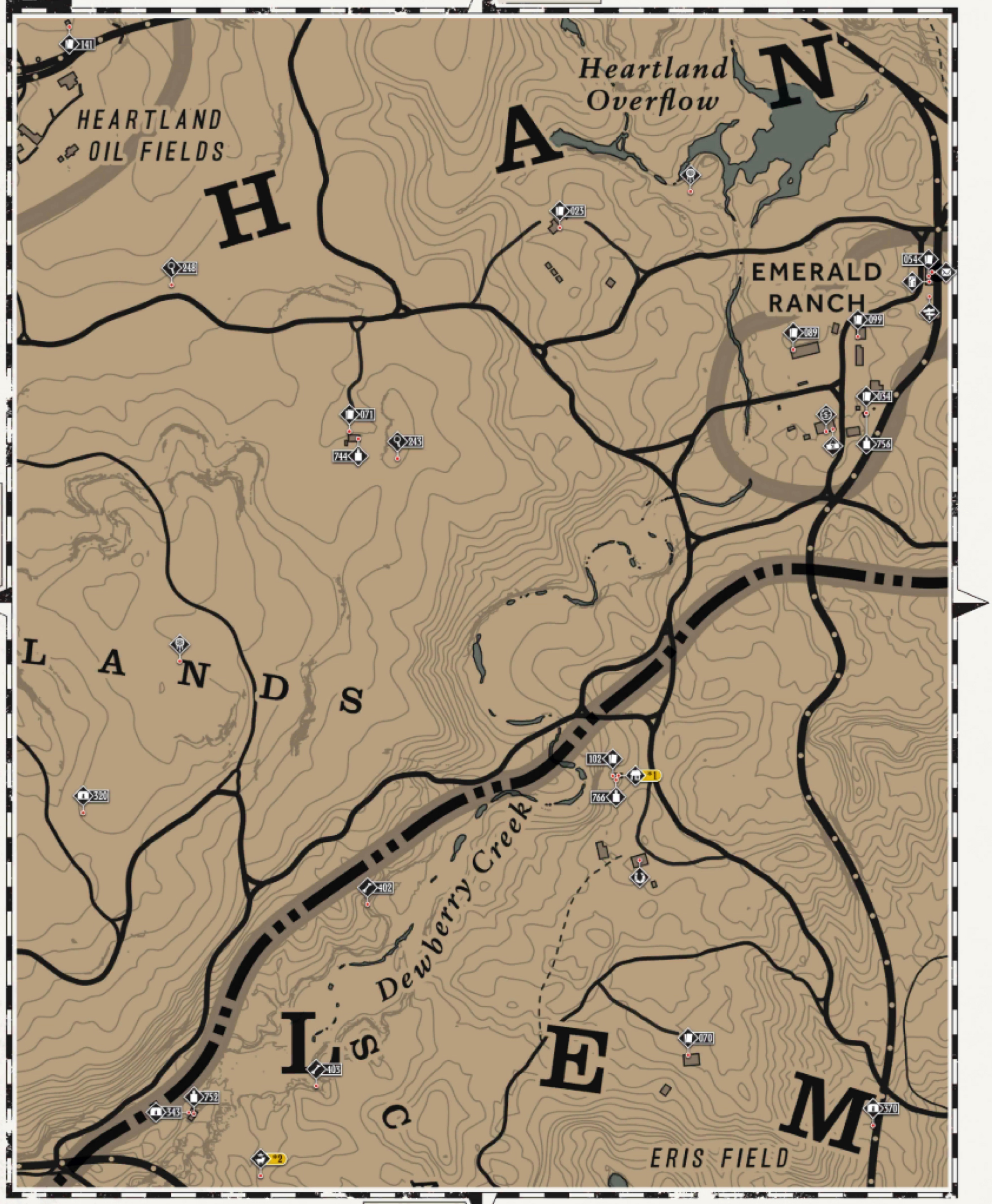

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010 On a barrel on the small farmhouse's porch

021 Miss Maud Delancey | On a table on the houseboat

023 George Dixie | On a bed inside the easternmost room of the house

031 San Francisco | On a windowsill of the abandoned fort's southeast tower

034 Chicago | On the windmill tower's platform

054 Black Mangrove | Under a bench at the train station

070 Jim Cobb | On a bench on the front porch of the abandoned house

071 Mittie Comstock | On a barrel in front of the house's door

075 Bluebird | On the tree platform, accessible via a ladder

080 Panther | On a crate inside the hut

082 Pheasant | On the tree platform, accessible via a ladder

089 Goat Carriage | On a workbench in the westernmost part of the stables

097 Greco Roman Wrestler – Percy Wood | On the well outside the shack

099 Pugilist – Theobaud Getzin | On a shelf on the porch

100 Oarsman – H. T. Slocum | On a crate under the shack

101 Cyclist – R. S. Harradon | On a table just left of the shack's porch

102 Walker – E. D. Ewing | On a shelf in the basement, accessible via the hatch in the middle of the derelict cabin

120 Fountain Pen – 1884 – Lewis Waterman | On a desk inside the abandoned schoolhouse

135 Lillian Powell | On a crate behind bushes on the northeast side of the shack

141 General Quincy Harris | At the base of the oil well tower

143 Senator Thaddeus Waxman | Inside the cabin, on the bedroom's mantelpiece

230 Phonograph

243 Warped Tree

248 Register Rock

249 Pleasance

303 Large Jewelry Bag, Money | Under a log just west of the abandoned wagon

304 Health Cure, Money, Repeater Cartridges – Regular, Special Horse Medicine Pamphlet | In the southeast corner of the old fort

305 Bitters, Large Jewelry Bag, Silver Pocket Watch | By the big log near the river shore

308 Bitters, Money | Under the large bridge

309 Money | In a room accessible from the south side of Aberdeen Pig Farm. You must interact with the inhabitants once on the front porch for the door to be open

- 320 Canned Vegetable, Guarma Rum | On the abandoned wagon, out in the open
- 332 Canned Vegetable, Fine Brandy, Potent Bitters, Potent Miracle Tonic | At the foot of the Fire Lookout Tower
- 343 Chewing Tobacco, Cigar x2, Money | At the foot of the ladder on the abandoned watermill
- 354 Kentucky Bourbon, Money, Repeater Cartridges – Regular | Under the bed in the small shack
- 370 Special Snake Oil Pamphlet | Beneath a floorboard in the small shack right by the train tracks
- 402 Heartlands Dewberry Creek Bone Location | Just west of Dewberry Creek, in the open
- 403 Scarlett Meadows Dewberry Creek Bone Location | Just south of Dewberry Creek, in the open
- 610 Civil War Hardee Hat | In the old fort's basement
- 611 Civil War Knife | On a crate in the old fort's basement
- 621 Otis Miller and the Black-Hearted Lady | Osman Grove, on a nightstand in the cabin
- 623 Otis Miller and the Boy from New York | Pleasance, on a table in the abandoned schoolhouse
- 704 On a shelf in the old fort's basement
- 727 On the mantelpiece inside the abandoned schoolhouse
- 733 On a crate at the top of the Fire Lookout Tower
- 744 On the mantelpiece inside the Larned Sod house
- 752 On a small windowsill accessible from the rooftop of the Old Greenbank Mill
- 756 At the top of Emerald Ranch's windmill tower
- 766 In a wardrobe in the basement, accessible via the hatch in the middle of the derelict cabin
- 803 Fountain Pen | Inside the nightstand drawer in Osman Grove Cabin
- 902 Lady Slipper Orchid
- 903 Moccasin Flower Orchid
- 904 Acuna's Star Orchid
- 905 Cigar Orchid
- 908 Rat Tail Orchid
- 912 Queen's Orchid
- *1 Old Trail Rise Shack
- *2 Legendary Coyote
- *3 Legendary Beaver
- *4 Ridge View Cabin | Unlocked during the Epilogue
- *5 Osman Grove Cabin
- *6 Legendary Boar

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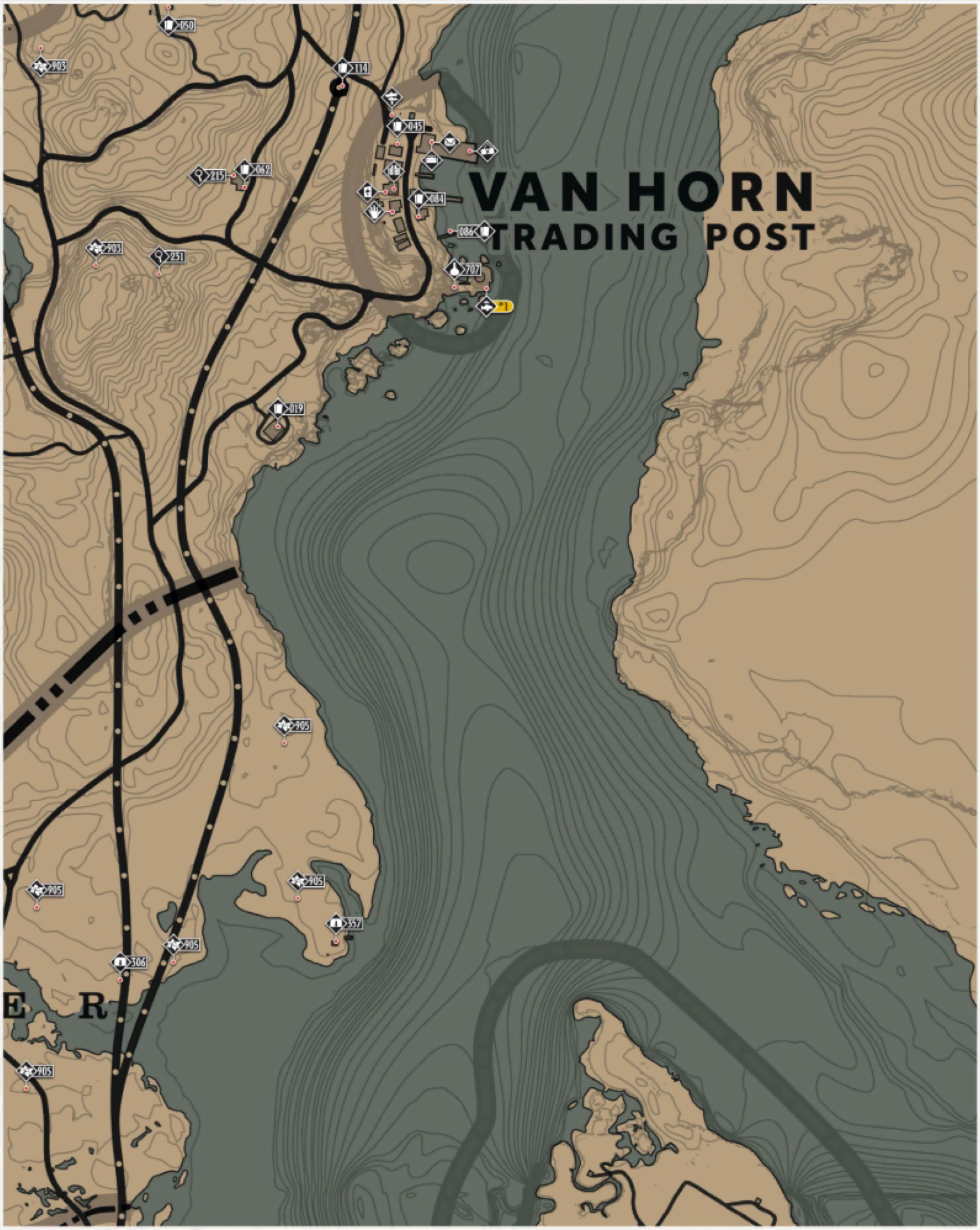
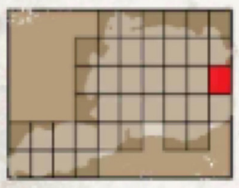
VAN HORN TRADING POST





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019 Slick Hutton | On a crate on the northeast side of the balcony

045 Jennie Willetts | On a barrel in the yard opposite the post office

050 Hummingbird Sage | On a small table on the west side of the shack

062 Louis Durand | On a crate on the abandoned house's east porch

084 Turkey | On the mantelpiece upstairs inside the burned-out sheriff's office

086 Schooner | Under the hammock bed at the top of the fishing boat

114 Telegraph – 1837 – Samuel Morse | On a bench on the abandoned train platform

215 Manmade Mutant

231 Serpent Mound

306 Fine Brandy, Money | On the ground, just west of the train tracks

357 Incendiary Buckshot Pamphlet | Beneath a floorboard inside the dilapidated cabin

707 In the bushes on the small rock path at the foot of the lighthouse

903 Moccasin Flower Orchid

905 Cigar Orchid

***1** Legendary Muskie

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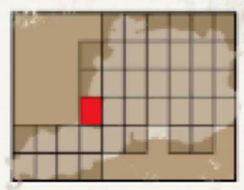

241 Wickiup

902 Lady Slipper Orchid

***2** Legendary Rock Bass

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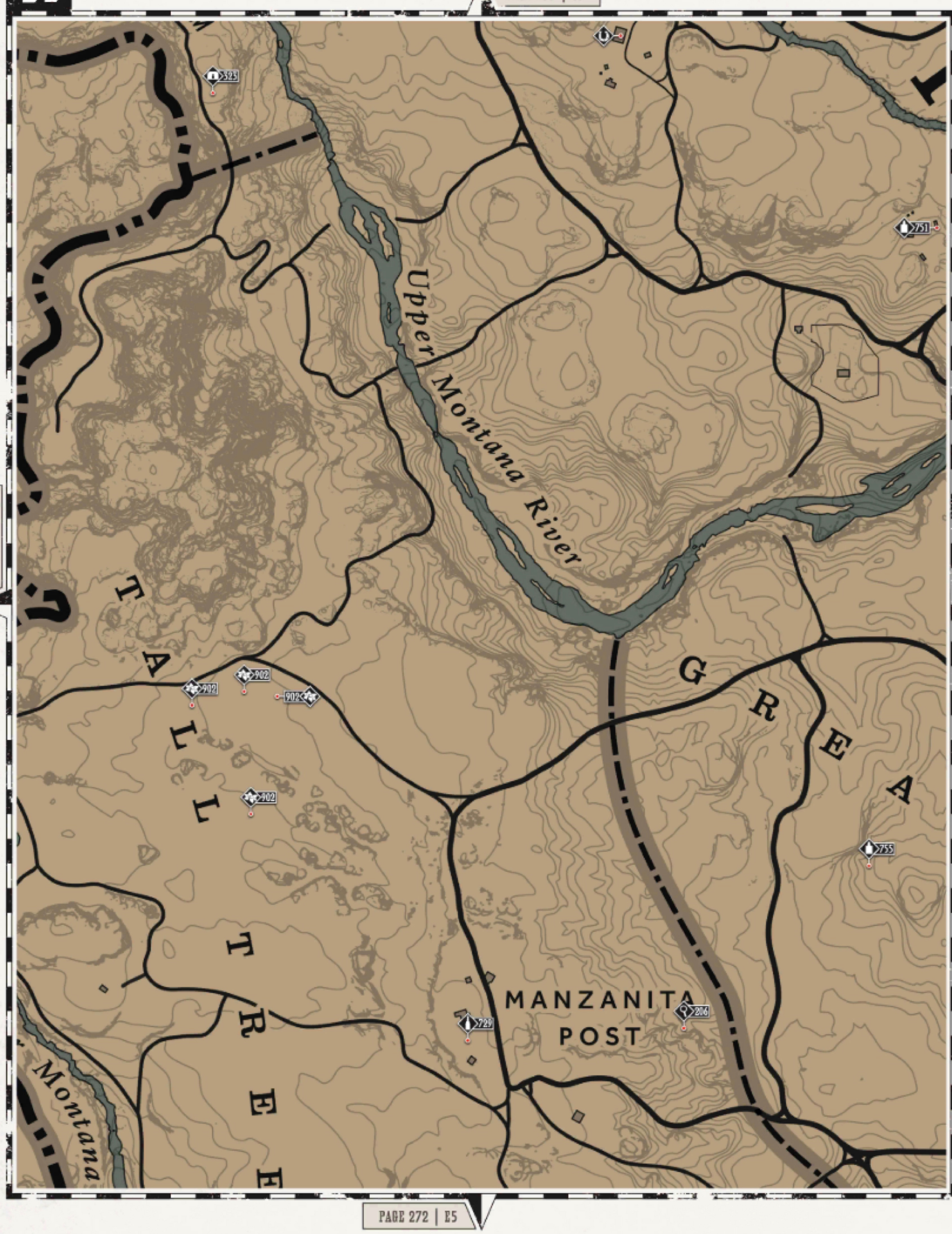

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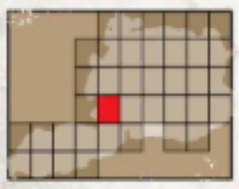

206 Circus Wagons

323 Chewing Tobacco, Money, Special Bitters Pamphlet | Among the crates scattered across the ground

729 On a table next to hung animals at Manzanita Post

751 On a crate right outside the dilapidated shack just east of the water tower

755 At the foot of a large tree atop the small cliff overlooking Beecher's Hope

902 Lady Slipper Orchid

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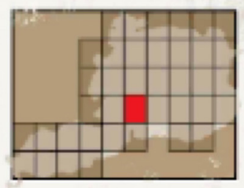

008 Black Belle | On a crate at the foot of a wrought-iron fence | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

016 Aldous Bramley | On a table on the porch, between two armchairs

018 Evelyn Miller | On a table next to the clothesline

027 Blackwater | On a chimney on the theatre's rooftop (ladders in the back)

042 Sadie Russell | On a barrel inside the chicken coop

094 Stagecoach | On a bench at the train platform

112 Typewriter – 1829 – W. A. Burt | On a barrel right next to the warehouse's door

326 Large Jewelry Bag, Rifle Cartridges – Express | In the shed at Lone Mule Stead, southwest of Bard's Crossing

709 At the top of the windmill tower southwest of Blackwater

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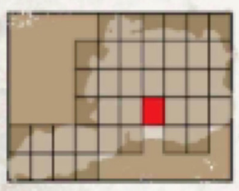


005 Flaco Hernández | On the edge the of bank's rooftop (ladder in the back)

035 Rhodes | On a gravestone

061 Laurence Dunn | Inside the farmhouse, on the mantelpiece

072 Robert Elliot Patchen | On a crate next to the yellow hut | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

074 Bloodhound | In the fireplace of the house ruins

079 Largemouth Bass | Under the sofa inside the Gill Landing fishing cabin

087 Camel Caravan | On the table close to the clothesline

091 U.S. Frigate | On a workbench inside the boathouse

095 Steam Locomotive | On the south wall of the ruins

121 American Paint | On a crate underneath the cotton mill | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

125 Nokota | On a workbench inside the stable

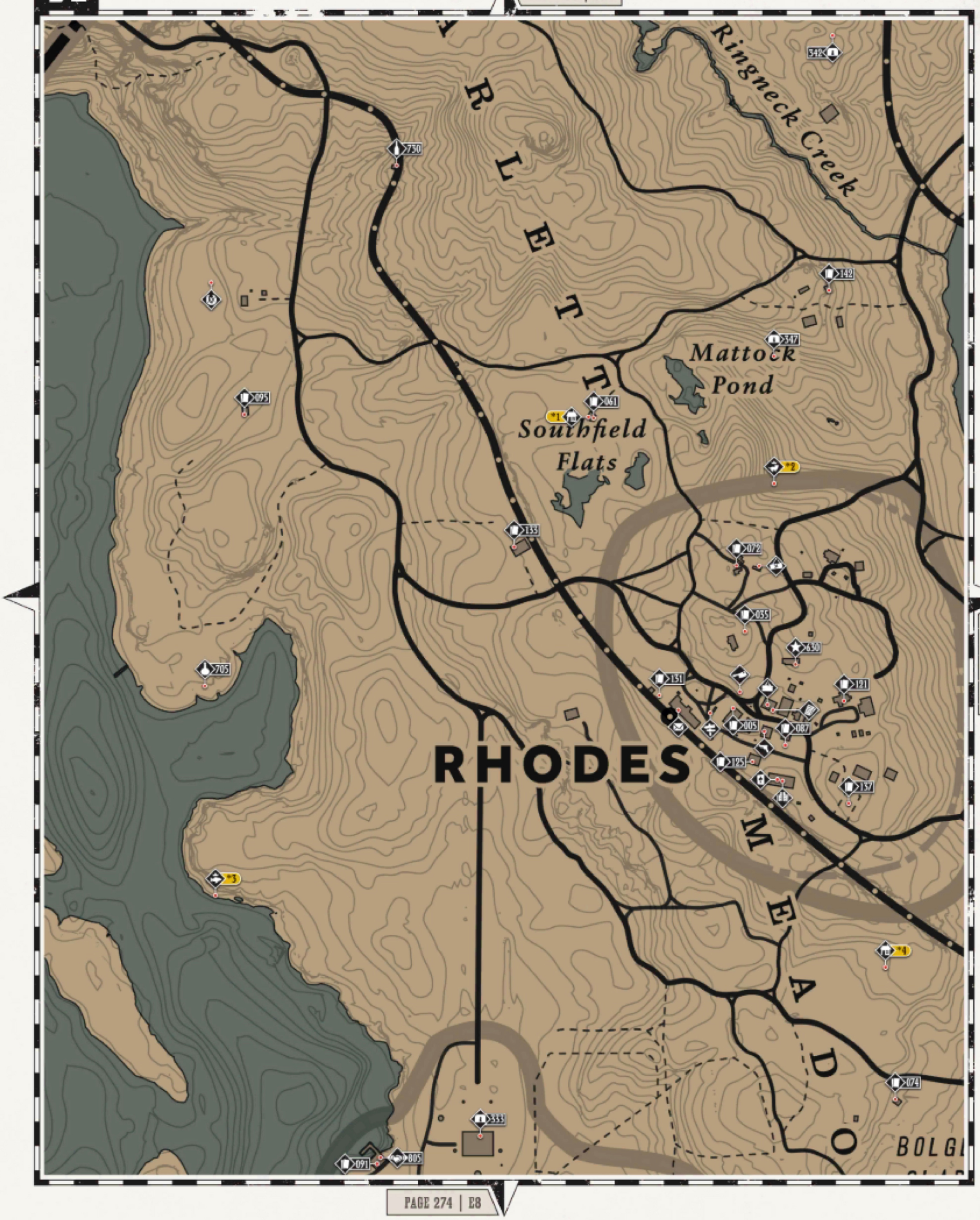
131 Thoroughbred | In the back of the wagon next to the cotton bales

133 President Fisher | On a barrel at the top of the loading ramp of the Jansen Mills building

137 J. D. McKnight | On the table in the gazebo

142 General Cornelius Palmer | On the table in the shed

322 Aged Pirate Rum | Inside the shipwreck



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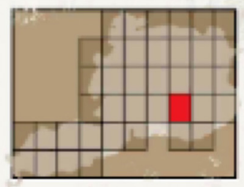

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- **333** Gold Bar | A few steps to the east of Catherine Braithwaite's body (from Chapter 4 onward)
- **342** Money | At the foot of a small stone wall
- **347** Canned Vegetable, Money, Special Horse Reviver Pamphlet | Inside a tree stump
- **613** Tricorn Hat | Inside the shipwreck on Flat Iron Lake's largest island
- **630** Abalone Shell Fragment | Inside the old house
- **705** In the small, ruined blue boat
- **708** To the right of the fireplace inside the Gill Landing fishing cabin (only available after completing "A Fisher of Fish")
- **730** On the water tower, between two tiny railway bridges
- **805** Naval Compass | On a table inside the boathouse
- ***1** Robard Farm
- ***2** Legendary Fox
- ***3** Legendary Bluegill
- ***4** Argil Rise Cabin | Unlocked during the Epilogue

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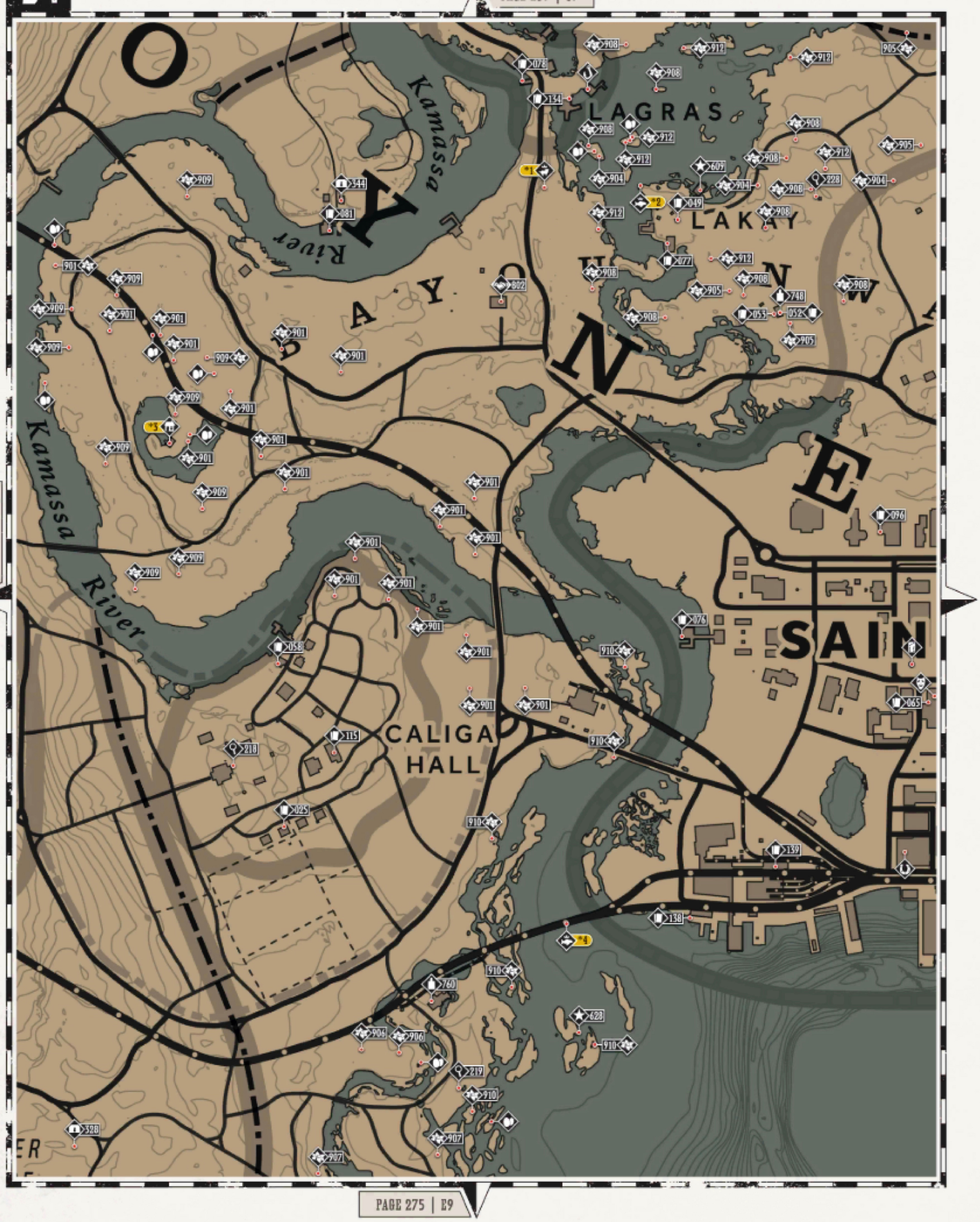

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011 Jim 'Boy' Calloway | Inside a mausoleum with a stained glass window

020 Laurence Carson | In a back-alley, on a table behind a wooden wall

024 Richard McCullough | On the table to the southeast of the gazebo

025 New York | On a table on the porch

026 Saint Denis | On the cart

046 Ilga Ulmer | On an old desk in the alley | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

049 Golden Currant | On a shelf inside the northeast shack

051 Oleander Sage | On a trellis railing, hidden by vines

052 Yarrow | On the south windowsill inside the cabin

053 Indian Tobacco | On a crate directly west of the cabin

058 Horse Crippler Cactus | On a workbench, beneath the shack's lean-to

065 Mabel Potter | In the theatre's west corridor, on the side table by the fireplace

066 Robin Koninsky | On a table on the side of the theatre's stage; only accessible after watching all five performances (set over five nights) at the Théâtre Râleur in Saint Denis; the final performance only unlocks after "Fatherhood and Other Dreams"; note that Robin Koninsky appears on stage during the first and fifth performances

076 Catfish | On a barrel on the west side of the docks

077 Coral Snake | On a narrow table inside Lakay's largest house

078 Grouper | On a barrel in the back of the wooden fishing boat | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

081 Parrot | On a crate on the pier

090 Hot Air Balloon | On a shelf in the back of the saloon

092 The Showboat | On a table on the east side of the pier | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

093 Balener Whaling Vessel | On the windowsill of the blue booth at the end of the docks

096 Velocipede | On a table on the house's west porch

103 Lawn Tennis – Patsey Hill | On a railing on the shack's back porch

108 Swinger – Axel McCormack | In the courtyard at the back of the Bastille saloon, on a crate at the foot of a wrought-iron fence | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

110 Camera – 1814 – Joseph Nicephore Niepce | On a table on the balcony of the building just south of the photo studio

115 Manned Glider – 1893 – Charles Kinnear | On a workbench in the middle of the barn

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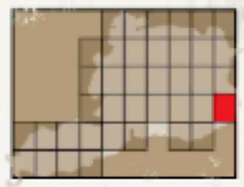
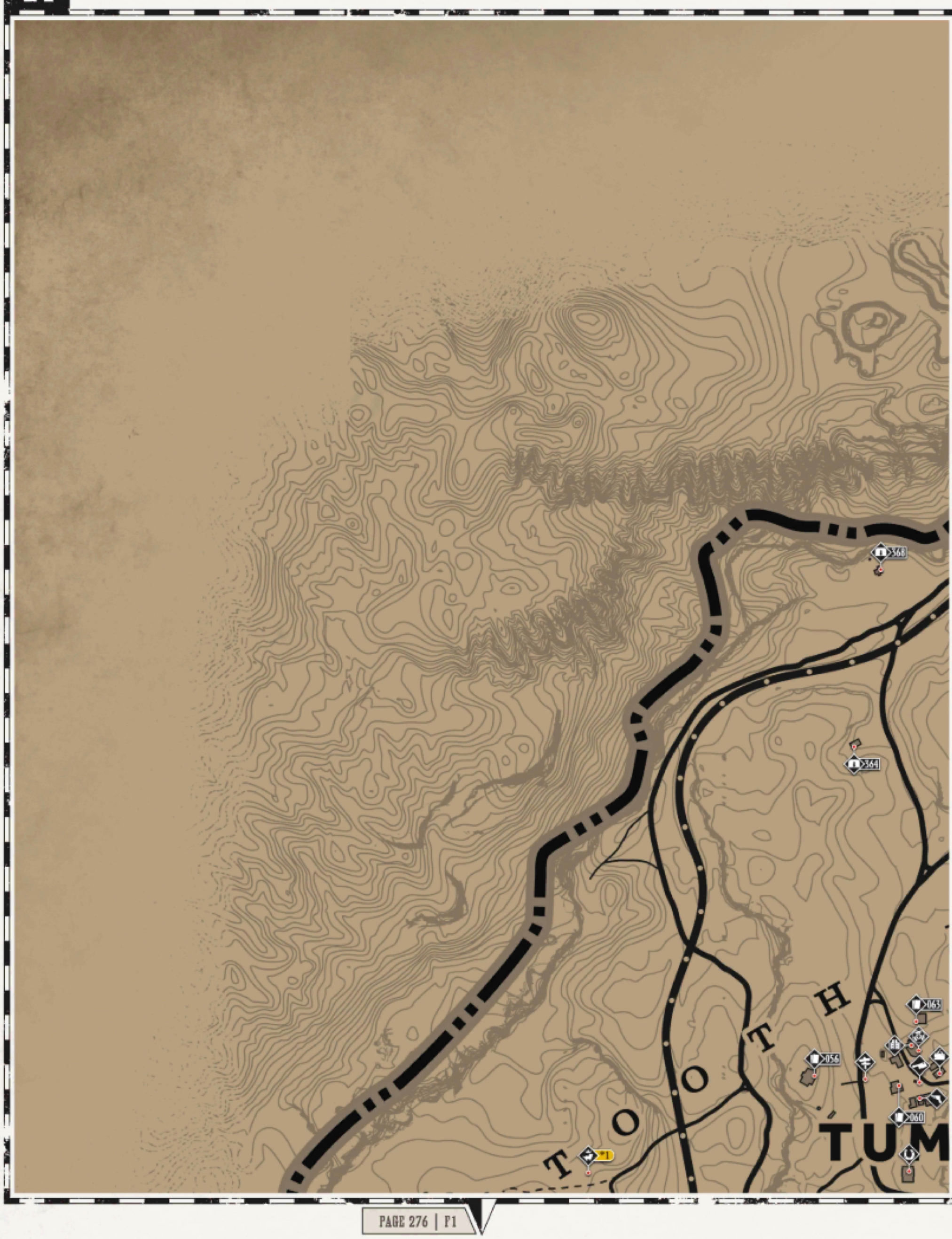


- **118** Player Piano – 1829 – Edward Leveaux | On the piano
- **122** Appaloosa | On a barrel at the south end of the docks
- **134** President Hardin | On the railing in the northeast corner of the shack's jetty, opposite two broken wagon wheels
- **138** Luther Covington | On a crate on the docks
- **139** Harvey Griggs | On a workbench inside the freight hall | Can only be picked up after you activate the "Smoking and Other Hobbies" mission
- **140** Henrietta Beatrice Woods | On a table on the porch of the house
- **218** Grays' Secret
- **219** Withered Arm
- **228** Tiny Church
- **307** Apple, Miracle Tonic, Snake Oil | Next to the crates on the northeast side of the stables
- **321** Poison Throwing Knife Pamphlet | Hidden beneath a floorboard in the oblong shack
- **328** Guarma Rum, Rifle Cartridges – Express | Between two wagon wheels, just east of Bolger Blade
- **344** Apple, Chewing Tobacco, Money | Beneath the wooden floor inside the easternmost shack of Macomb's End
- **609** Cat Skull Mask | At the back of a partly-collapsed shack
- **628** Broken Pirate Sword | Found in a wrecked boat
- **714** On the piano in the room where the Saint Denis gunsmith robbery takes place (see page 181)
- **722** On cotton bales, on the west side of the upper deck of the Maria Isabella cargo ship
- **748** On the mantelpiece inside the cabin
- **760** On a windowsill, on the upper platform in the west corner of the abandoned factory, close to the train tracks (you can jump to the platform directly from the ground)
- **802** The Case of the Shrew in the Fog | On a coffee table inside a house
- **901** Lady of the Night Orchid
- **904** Acuna's Star Orchid
- **905** Cigar Orchid
- **906** Ghost Orchid
- **907** Night Scented Orchid
- **908** Rat Tail Orchid
- **909** Spider's Orchid
- **910** Clamshell Orchid
- **912** Queen's Orchid
- ***1** Legendary Bullgator | Featured in the "Country Pursuit" mission
- ***2** Legendary Longnose Gar
- ***3** Bayall Edge Shack
- ***4** Legendary Lake Sturgeon
- ***5** Legendary Bullhead Catfish

E1



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056 Desert Fan Palm | On a table on the house's front porch

060 Carolina Lupine | On the sheriff station's rooftop, behind the sign

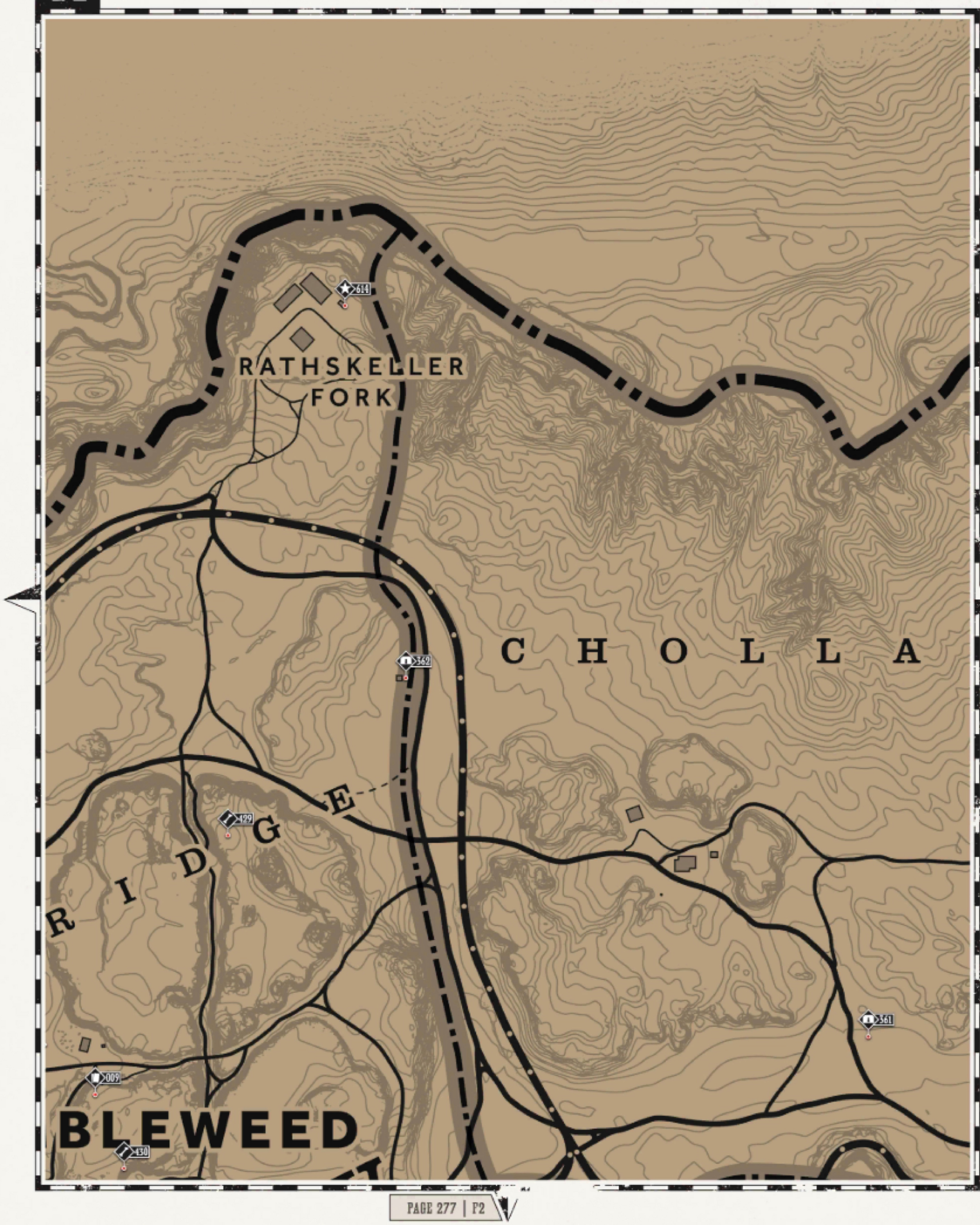
063 Jesse Raymond | Inside the burned-out house, on the windowsill by the mantelpiece

364 Pistol Cartridges – Express, Repeater Cartridges – High Velocity | Inside the abandoned mission

368 Potent Miracle Tonic, Rifle Cartridges – High Velocity | Under the bed inside the Silent Stead shack

***1** Legendary Cougar

E2



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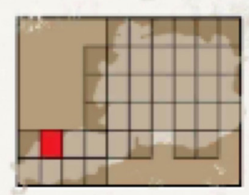


009 Billy Midnight | On the windmill tower's platform

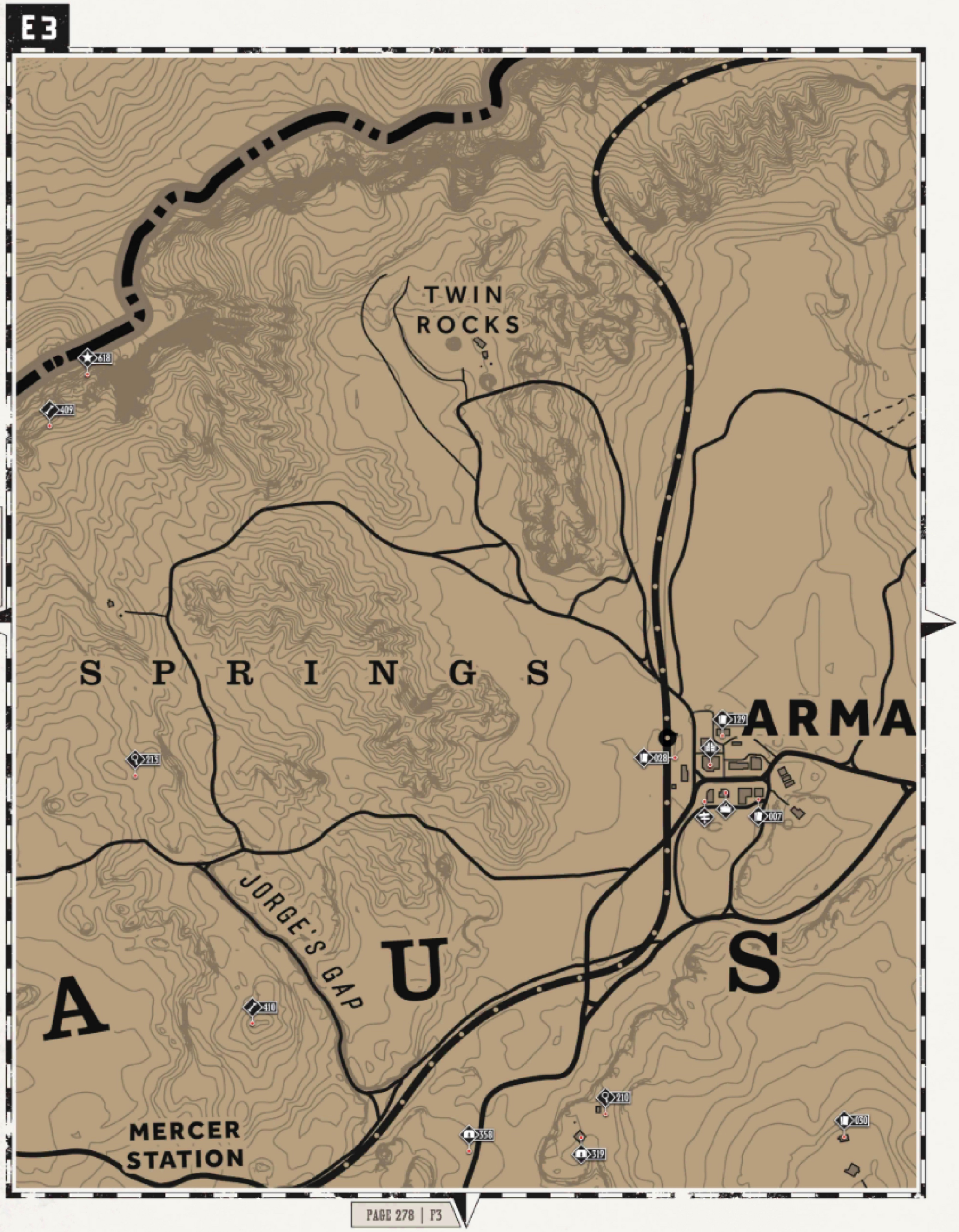
361 Ginseng Elixir, Pistol Cartridges – High Velocity, Repeater Cartridges – High Velocity | On the abandoned white wagon, one of five wagons forming a circle

362 Repeater Cartridges – High Velocity, Rifle Cartridges – High Velocity, Explosive Slug Pamphlet | Right outside the burned down house of an alchemist

429 Gaptooth Ridge North Tumbleweed Bone Location | At the top of the cliff overlooking the canyon

430 Gaptooth Ridge South Tumbleweed Bone Location | At the southeast edge of the plateau overlooking Tumbleweed

614 Ram Skull Mask | Hanging from one of the wooden pillars of the abandoned pergola



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007 Landon Ricketts | On a barrel behind the house that faces the undertaker

028 Armadillo | On a barrel inside a pig pen

030 The Grizzlies | On the table inside the shack | Can only be picked up after you activate the "Smoking and Other Hobbies" mission

129 Hungarian Halfbred | On the floor, through a hole in the blacksmith's front door

210 Donkey Lady

213 Flying Machine

319 Money, Small Jewelry Bag | Inside the farm ruins, under a broken table

358 Canned Fruit, Canned Vegetable | Under an abandoned wagon

409 Cholla Springs High Desert Bone Location | Inside a small rock wall at the base of the hill

410 Cholla Springs Jorge's Gap Bone Location | On a small hill, partly hidden by bushes

618 Otis Miller's Treasure | Inside a small cave (only accessible from Epilogue 1 onward)

068 Irene Grubb | On a bench on the train platform

359 Herbivore Bait, Valerian Root | In an abandoned campsite surrounded by cactuses

411 Hennigan's Stead Pike's Basin Bone Location | On the slightly elevated plateau at the west end of the canyon

731 On a barrel on the east side of the church

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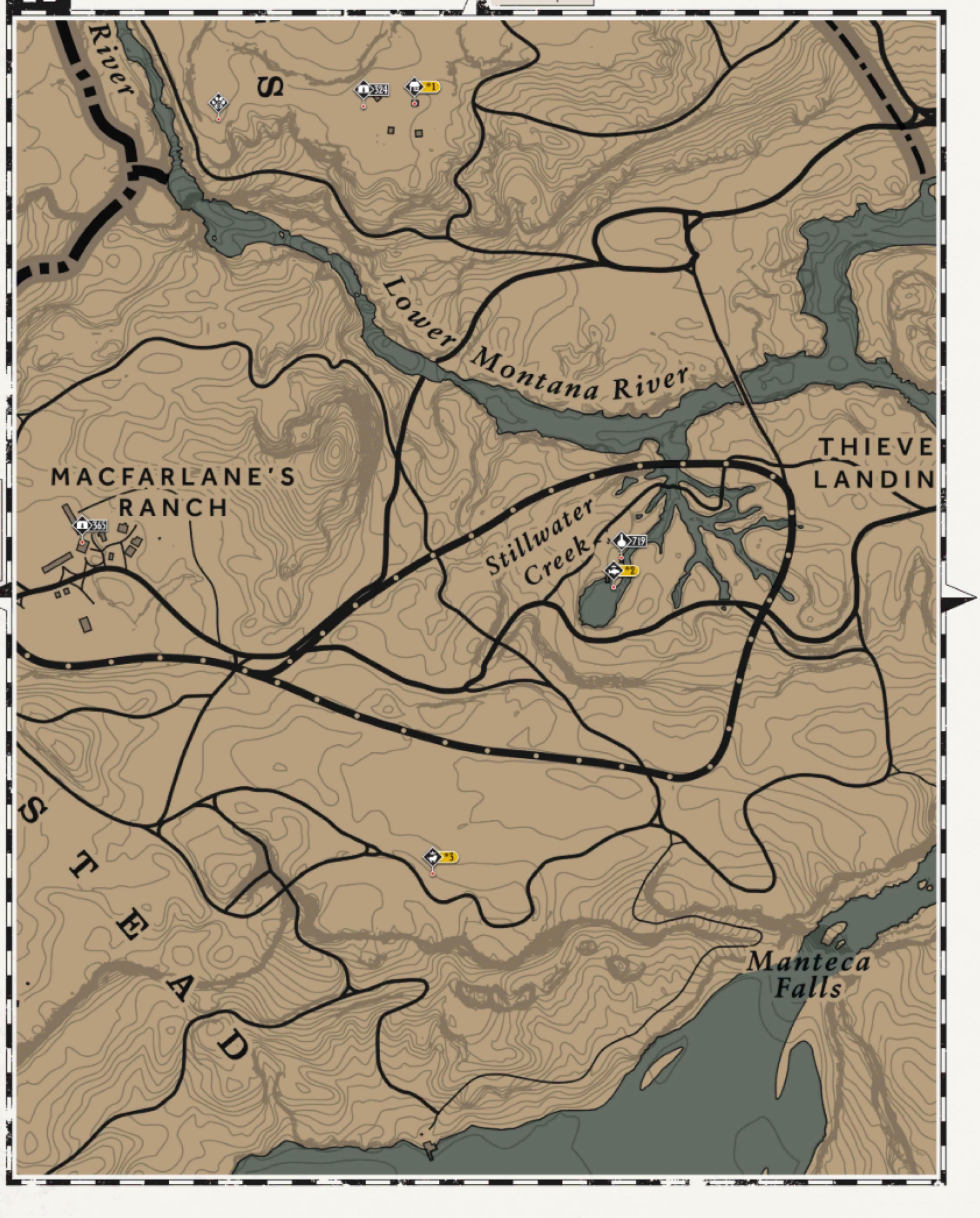

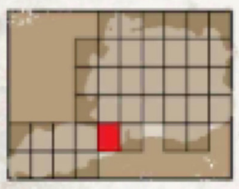

324 Money | At the bottom of the old well

365 Aged Pirate Rum, Gold Nugget, Potent Miracle Tonic | Under the bed inside the blacksmith's workshop

719 On a table inside the small fishing cabin

***1** Bear Claw Shack

***2** Legendary Redfin Pickerel

***3** Legendary Tatanka Bison

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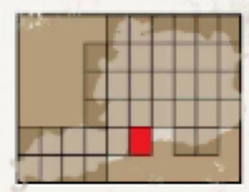

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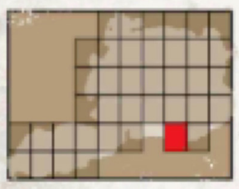

013 Edith Corinne | Under the table next to the clothesline

124 American Standardbred | On a table inside the boy's bedroom

132 Missouri Fox Trotter | On a table inside the boy's bedroom

207 Bolger Glade

245 Braithwaites' Secret

335 Aged Pirate Rum, Chewing Tobacco, Money | On the northwest side of Catfish Jacksons, in the house's crawl space

711 On a barrel on the small pier at the back of the fishing cabin

907 Night Scented Orchid

***1** Old Harry Fen Shack

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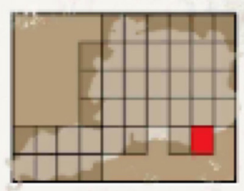

109 Steam Locomotive – 1814 – George Stephenson | In a bird nest on the abandoned church's upper landing; sprint and jump over to the small platform

116 Dynamite – 1866 – Alfred Nobel | On the back porch of Shady Belle

144 President Alfred Macalister | Inside the shack, on a windowsill facing southeast

201 Abandoned Church

311 Large Jewelry Bag, Money | In the small mausoleum east of Shady Belle

316 Large Jewelry Bag | Underneath the collapsed wall inside the abandoned church

325 Large Jewelry Bag, Potent Miracle Tonic, Revolver Cartridges – Regular | At the foot of a dead tree with fish strung up

338 Aged Pirate Rum, Money | At the foot of the small shack southeast of the Shady Belle mansion

701 At the foot of the dead tree in which a wrecked boat is stuck

710 On a wall on the abandoned church's upper landing

747 On one of the crates close to the tiny bridge leading to the Shady Belle mansion

906 Ghost Orchid

907 Night Scented Orchid

910 Clamshell Orchid

***2** Crawdad Willies Shack

***3** Legendary Panther | After completing the Master Hunter challenge, rank 9

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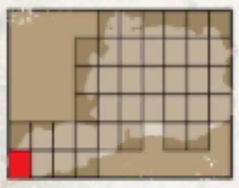

222 Jesuit Missionary

363 Gold Nugget, Valerian Root | At the foot of one of four wagons

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232 Sperm Whale Bones

367 Crackers | Under the bunk bed inside Benedict Point's southeast cabin

706 On a shelf in the basement of the dilapidated cabin

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366 Money, Opened Miracle Tonic, Wedding Ring, | Under the bed inside the Rio Del Lobo House

427 Rio Bravo Del Lobo Rock Bone Location | On the small slope near the eastern tip of Rio Del Lobo Rock

428 Rio Bravo San Luis River Bone Location | On the big rock plateau overlooking Fort Mercer

703 On a windowsill inside the burned down shack at Mercer Station

753 On a rooftop crate in the northwest section of Fort Mercer

***1** Legendary Pronghorn

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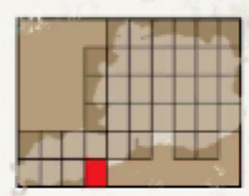

360 Pistol Cartridges – High Velocity, Repeater Cartridges – High Velocity, Rifle Cartridges – High Velocity | At the foot of the abandoned wagon

412 Hennigan's Stead San Luis River Bone Location | Just above the river shore

625 True Tales of Frank Heck, No.102 | On a nightstand in the shack

***2** Legendary Largemouth Bass

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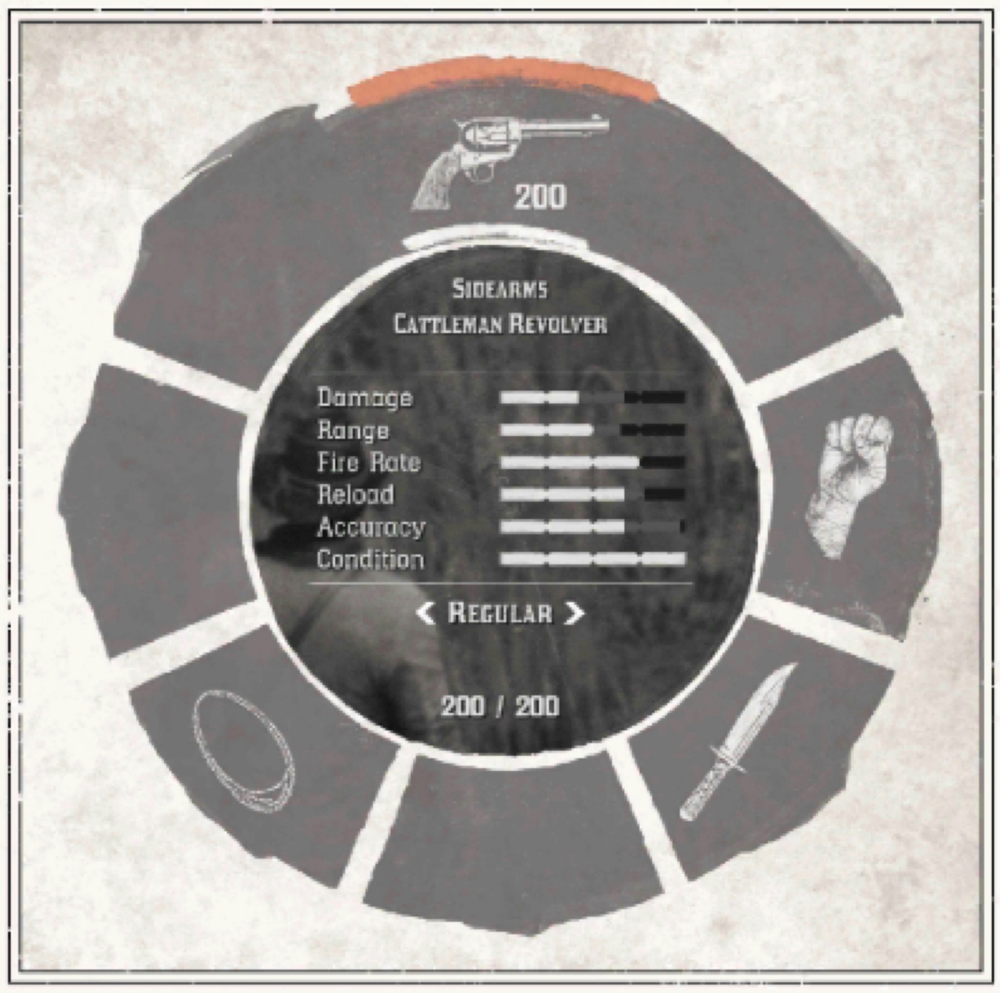
WEAPONS

This chapter offers an exhaustive appraisal of all weapons, including stats, ammunition, customization, and advice on how best to maintain your firearms.

WEAPON STATS



Each weapon has six main stats that broadly determine its overall efficiency. The first five parameters are normalized approximations based on other weapons, with higher totals indicating superior performance in the corresponding categories.

★ **Damage:** The damage each shot will deal when hitting a target.

★ **Range:** An approximation of both the maximum lock-on range of the weapon and its maximum fire range. Both of these scale based on the weapon's class.

★ **Fire Rate:** How many bullets can be fired per second.

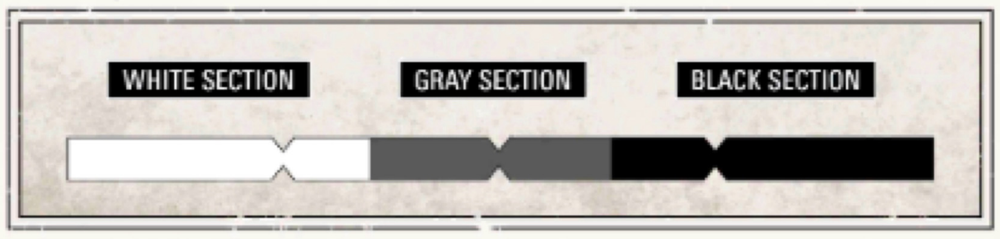
★ **Reload:** How quick it is to reload one bullet; the time it takes for a full reload, divided by the number of bullets.

★ **Accuracy:** How focused the weapon's spread is when you aim it, as indicated by the size of the reticle.

★ **Condition:** The current mechanical status of the weapon, which in turn affects the other stats.

When you purchase or obtain a new weapon, its stat bars will generally look like the following diagram:

A TYPICAL STAT BAR



★ The **white section** of a bar represents its current value. The larger it is, the more effective the weapon will be in the corresponding field. For instance, a large Damage white section means that each shot will hit harder. You will notice that white bar sections gradually shrink as you use your firearms and expose them to detrimental environmental effects such as water and mud. You can reverse this process by cleaning the weapon – a topic that we'll return to shortly.

★ The **gray section** of a bar represents its theoretical maximum potential. You can develop a weapon's potential in two ways:

- By equipping it with components, such as a long barrel or improved rifling. These are available at all gunsmiths via the Customize option.
- By firing specialized ammunition. Different types of cartridges can be purchased, crafted, collected, or looted. Each ammo type has its uses. For example, express cartridges will significantly increase the damage you deal – and therefore extend the weapon's damage bar.

If you equip a weapon with the relevant components and ammunition, it's possible for the white section of a bar to fill the gray section completely. This illustrates the fact that the stat in question has reached its maximum potential for that firearm.

Conversely, if you allow a weapon to degrade, you will see the gray bar sections extending toward the left. This reflects the fact that the weapon is losing some of its efficiency and requires maintenance.

★ The **black section** of a bar can never be attained: it is outside of the weapon's potential.

Note that the weapon section of the compendium keeps track of all weapons you have encountered so far, as well as key statistics such as kills, headshots, and accuracy.

WEAPON DEGRADATION

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Weapons gradually deteriorate in condition due to usage and environmental factors. Allowing them to become dirty or rusty will lead to lower damage, slower cocking, and longer reloads. It is therefore recommended to regularly maintain your arsenal.

★ THE DEGRADATION PROCESS ★

You can keep track of the condition of a weapon via the weapon wheel. Look below the five main stat bars to find a "condition" bar. Initially, this is fully white – which corresponds to an optimal condition. Over time, you will notice that the right end of the bar becomes gray, indicating that the degradation process has begun, and that weapon's potential has been lowered. This is also reflected visually, with the weapon in question showing signs of wear and tear.

There are actually three different hidden parameters that determine weapon deterioration:

★ **Soot** – Shooting the weapon will cause it to slowly degrade. A weapon will go from best condition to worst condition after being fired a certain number of times.

★ **Rust** – Rust appears when the weapon is submerged in water or deep snow (including when holstered). It will take a set number of seconds for a weapon exposed to water to go from best condition to worst condition.

★ **Dirt** – Dirt stains a weapon when it is submerged in deep mud (even when holstered). It will take a set number of seconds for a weapon exposed to mud to go from best condition to worst condition.

DEGRADATION PARAMETERS

WEAPON TYPE	SOOT: SHOTS TO FULL DEGRADATION	RUST/DIRT: TIME TO FULL DEGRADATION
Revolver	300	300s
Pistol	200	300s
Repeater	300	300s
Rifle (including Sniper Rifle)	200	300s
Shotgun	150	300s

Degradation has the following detrimental effects on your weapons, applied in a gradual and proportional manner:

★ The damage caused by the weapon is reduced.
★ The weapon's fire rate is reduced.
★ If applicable, the weapon's cocking speed is slowed down.
★ The time it takes to reload will be increased.

★ SLOWING DEGRADATION ★

There are several items that can reduce wear and tear on your weapons. Their effects stack, making it possible to spend less time on maintenance with your favored firearms.

More generally, it is usually sensible to stow your preferred weapons on your horse should you need to spend an extended time in proximity to mud, water or snow. If there is no real danger of attack when you are engaged in activities that will directly affect weapon condition (such as swimming to reach collectibles, for example), it might be better to just take a disposable sidearm along for emergencies.

DEGRADATION-SLOWING ITEMS

ITEM	TYPE	DEGRADATION SLOWDOWN	AVAILABILITY
Weapon Wrap	Component	10%	Any gunsmith. Only available for repeaters, rifles and shotguns.
Upgraded Holster	Accessory	20%	Any gunsmith, or crafted by a trapper with the correct ingredients after you complete the related challenge.
Reinforced Off-Hand Holster	Accessory	10%	Crafted by a trapper with the correct ingredients after you complete the related challenge.
Beaver Tooth Trinket	Trinket	10%	Crafted from a legendary beaver tooth at a fence.
Raven Claw Talisman	Talisman	20%	Reward from completing "Geology for Beginners" (see page 210).
Legend of the East	Outfit	10%	Complete all challenges in all categories.

★ MAINTAINING WEAPONS ★

You should maintain your weapons to negate the effects of degradation. There are two methods: manual upkeep, or employing the services of a gunsmith. Both will also remove visual effects such as soot, rust, and dirt from the weapon.

MANUAL CLEANING

You can clean your firearms yourself as long as you own gun oil – an item sold in most shops, including gunsmiths, general stores, trappers and fences. You will also regularly find gun oil as a collectible.

To maintain a weapon, select it in the wheel menu and press R3/☠. Any deterioration affecting your five stat bars will be represented by red segments. Press □/✕ to clean it, consuming a gun oil item but restoring all stats to their current maximum value.

GUNSMITH CLEANING

You can also pay a gunsmith to clean your weapons. Just like manual cleaning, this restores them to perfect condition.

Note that a weapon can be customized by a gunsmith only if it is perfectly clean. If not, all modification options will be grayed out in the corresponding menu.

WORN WEAPONS

When you pick up a firearm dropped by an enemy, you might notice that it has the "worn" prefix (as in "worn cattleman revolver").

Worn weapons are long past their mechanical prime, and so you cannot fully restore their condition bar. Manual cleaning will refill the bar to the capped limit, but there is no way to go beyond that point.

AMMUNITION & PROJECTILES

The type of ammunition you choose can play a decisive role, both during shootouts and when hunting. The following tables offer an overview of all the options at your disposal.

FIREARM AMMUNITION

ICON	TYPE	AVAILABILITY	COMPATIBILITY	DESCRIPTION
	Regular	Purchased	Most pistols, revolvers, repeaters, rifles, and sniper rifles	Standard ammo
	High Velocity	Purchased		Damage + 5, Range +10
	Split Point	Crafted (regular cartridge + hunting knife)		Damage + 5, Accuracy +10
	Express	Purchased		Damage +15
	Explosive	Crafted (express cartridge + animal fat)		Damage +25, Explosive Effect
	Varmint	Purchased	Varmint rifle	Standard ammo
	Shotgun Shells – Regular	Purchased	Shotguns	Standard ammo
	Shotgun – Slug	Purchased		Range +5, Accuracy +20
	Shotgun – Incendiary Buckshot	Crafted (regular shotgun shell + moonshine)		Damage +15, Incendiary Effect
	Shotgun – Explosive Slug	Crafted (shotgun shell + animal fat)		Damage +25, Range +5, Accuracy +20, Explosive Effect

ARROWS

ICON	TYPE	AVAILABILITY	DESCRIPTION
	Arrow	Purchased	Standard arrow
	Improved Arrow	Crafted (arrow + flight feather)	Damage +15
	Small Game Arrow	Crafted (arrow + regular shotgun shell + flight feather)	Damage -20
	Poison Arrow	Crafted (arrow + oleander sage + flight feather)	Damage +5
	Fire Arrow	Crafted (arrow + animal fat + flight feather)	Damage +20, Incendiary Effect
	Dynamite Arrow	Crafted (arrow + dynamite + flight feather)	Damage +40, Explosive Effect

THROWABLES

ICON	TYPE	AVAILABILITY	DESCRIPTION
	Dynamite	Purchased	Regular explosive; can be lit while in hand and thrown, or planted and fired at
	Volatile Dynamite	Purchased & Crafted (dynamite + animal fat + high velocity cartridge)	Damage +10
	Fire Bottle	Purchased & Crafted (any alcohol + animal fat)	Sets an area ablaze on impact
	Volatile Fire Bottle	Purchased & Crafted (moonshine + animal fat)	Damage +10
	Throwing Knife	Purchased	Standard knife
	Improved Throwing Knife	Crafted (throwing knife + eagle/hawk feather)	Damage +10, Range +5, Accuracy +5
	Poison Throwing Knife	Crafted (throwing knife + oleander sage)	Damage +10
	Tomahawk	Purchased	Standard tomahawk
	Improved Tomahawk	Crafted (tomahawk + eagle/hawk feather)	Damage +10, Range +5
	Homing Tomahawk	Crafted (tomahawk + owl feather)	Range +5, Accuracy +10
	Ancient Tomahawk	Collectible (found sticking out of a broken target on the east side of Calumet Ravine, to the east of the Wapiti Indian Reservation)	Same behavior as a standard tomahawk, with a unique visual model

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GUNSMITHS

Gunsmiths can be found in Valentine, Rhodes, Saint Denis and Annesburg; an additional store is available in Tumbleweed from Epilogue 1 onward.

These specialists can clean your weapons for a fee, and will sell you various weapons and ammunition types. They also stock individual parts which you can use to customize your weapons.

Three accessories sold by gunsmiths are worth a special mention as they offer very useful perks. It is in your interests to purchase and equip these early in the adventure.

Upgraded Bandolier: Permanently increases your base ammo capacity for longarm weapons by 50%.

Upgraded Gun Belt: Permanently increases your base ammo capacity for sidearm weapons by 50%.

Holster: Permanently slows degradation for all weapons by 20%.

★ WEAPONS ★

ALL GUNSMITHS

WEAPON	PRICE	UNLOCK REQUIREMENT
Cattleman Revolver	$50.00	Complete "Outlaws From the West" (Chapter 1)
Carbine Repeater	$90.00	Complete "Old Friends" (Chapter 1)
Volcanic Pistol	$150.00	Complete "Eastward Bound" (Chapter 1)
Springfield Rifle	$120.00	Complete "Eastward Bound" (Chapter 1)
Varmint Rifle	$72.00	Complete "Eastward Bound" (Chapter 1)
Double-Barreled Shotgun	$95.00	Complete "Paying a Social Call" (Chapter 2)
Pump-Action Shotgun	$148.00	Complete "Pouring Forth Oil" (Chapter 2)
Double-Action Revolver	$65.00	Complete "A Strange Kindness" (Chapter 2)
Lancaster Repeater	$135.00	Complete "An American Pastoral Scene" (Chapter 2)
Sawed-Off Shotgun	$85.00	Complete "Enter, Pursued by a Memory" (Chapter 1)
Rolling Block Rifle	$187.00	Complete "The Sheep and the Goats" (Chapter 2)
Schofield Revolver	$84.00	Complete "Blessed are the Meek?" (Chapter 2)
Bolt Action Rifle	$180.00	Complete "Preaching Forgiveness as He Went" (Chapter 3)
Semi-Auto Shotgun	$225.00	Complete "A Fine Night of Debauchery" (Chapter 4)
Repeating Shotgun	$185.00	Complete "Visiting Hours" (Chapter 6)
Litchfield Repeater	$145.00	Complete "Goodbye, Dear Friend" (Chapter 6)
Carcano Rifle	$190.00	Complete "Goodbye, Dear Friend" (Chapter 6)

VALENTINE & SAINT DENIS ONLY

WEAPON	PRICE	UNLOCK REQUIREMENT
Semi-Automatic Pistol	$210.00	Complete "The Joys of Civilization" (Chapter 4)
Mauser Pistol	$250.00	Complete "That's Murfree Country" (Chapter 5)

★ ACCESSORIES & AMMUNITION ★

ALL GUNSMITHS — AMMUNITION

ITEM	PRICE
Arrows	$0.50
Pistol Cartridges – Regular	$1.00
Pistol Cartridges – Express	$1.50
Pistol Cartridges – High Velocity	$2.50
Repeater Cartridges – Regular	$1.50
Repeater Cartridges – Express	$2.00
Repeater Cartridges – High Velocity	$2.50
Revolver Cartridges – Regular	$1.00
Revolver Cartridges – Express	$1.50
Revolver Cartridges – High Velocity	$2.00
Rifle Cartridges – Varmint	$1.00
Rifle Cartridges – Regular	$1.50

ALL GUNSMITHS — AMMUNITION (CONTINUED)

ITEM	PRICE
Rifle Cartridges – Express	$2.00
Rifle Cartridges – High Velocity	$3.00
Shotgun Shells – Regular	$1.00
Shotgun – Slug	$1.50

ALL GUNSMITHS — ACCESSORIES

ITEM	PRICE
Gun Oil	$1.50
Upgraded Bandolier	$69.50
Upgraded Gun Belt	$58.00
Upgraded Holster	$45.50

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While gunsmiths offer the widest variety of stock, certain other vendors sell select firearms and ammunition types.

GENERAL STORES: STRAWBERRY & BLACKWATER

AMMUNITION TYPE	PRICE	UNLOCK REQUIREMENT
Pistol Cartridges – High Velocity	$2.50	Complete "Eastward Bound" (Chapter 1)
Repeater Cartridges – High Velocity	$2.50	-
Revolver Cartridges – High Velocity	$2.00	-
Rifle Cartridges – High Velocity	$3.00	Complete "Eastward Bound" (Chapter 1)

GENERAL STORES: STRAWBERRY ONLY

AMMUNITION TYPE	PRICE	UNLOCK REQUIREMENT
Pistol Cartridges – Express	$1.50	-
Repeater Cartridges – Express	$2.00	-
Revolver Cartridges – Express	$1.50	-
Rifle Cartridges – Express	$2.00	-
Shotgun – Slug	$1.50	-

WEAPON	PRICE	UNLOCK REQUIREMENT
Double-Action Revolver	$65.00	Complete "A Strange Kindness" (Chapter 2)
Semi-Auto Shotgun	$225.00	Complete "A Fine Night of Debauchery" (Chapter 4)
Rolling Block Rifle	$187.00	Complete "The Sheep and the Goats" (Chapter 2)

GENERAL STORES: BLACKWATER ONLY

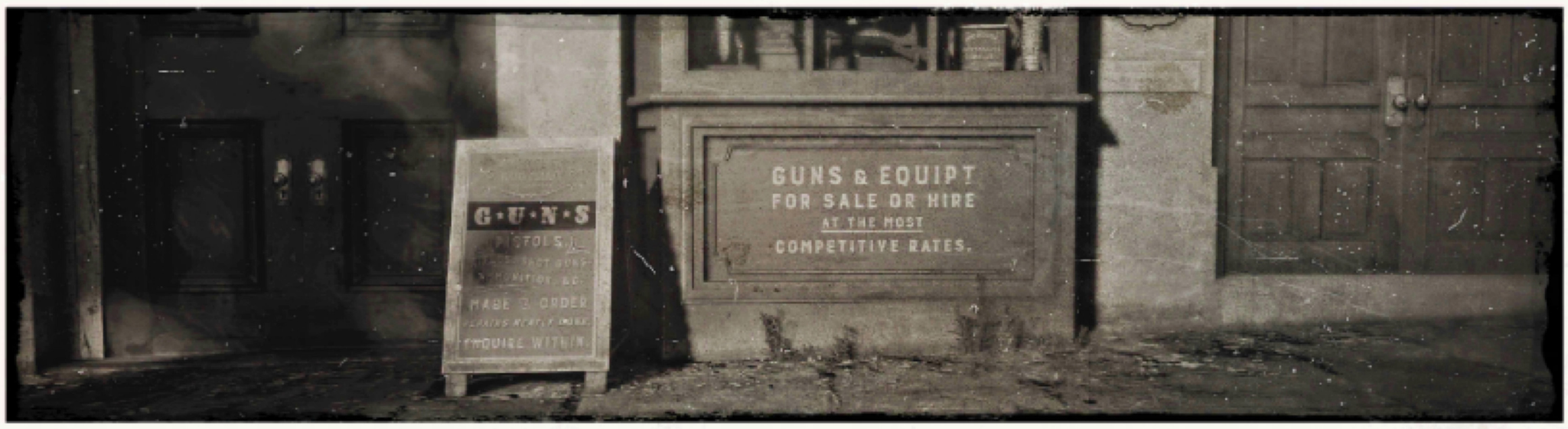
WEAPON	PRICE	UNLOCK REQUIREMENT
Litchfield Repeater	$145.00	Complete "Goodbye, Dear Friend" (Chapter 6)
Schofield Revolver	$84.00	Complete "Blessed are the Meek?" (Chapter 2)
Pump-Action Shotgun	$148.00	Complete "Pouring Forth Oil" (Chapter 2)

ALL FENCES

WEAPON	PRICE	UNLOCK REQUIREMENT
Dynamite	$1.00	Complete "Who the Hell is Leviticus Cornwall?" (Chapter 1)
Throwing Knife	$2.50	Complete "Paying a Social Call" (Chapter 2)
Tomahawk	$4.00	Complete "Americans at Rest" (Chapter 2)
Fire Bottle	$0.75	Complete "The Fine Joys of Tobacco" (Chapter 3)
Hatchet	$4.25	Complete "Dear Uncle Tacitus" (Chapter 5)
Cleaver	$8.00	Complete "Dear Uncle Tacitus" (Chapter 5)
Machete	$10.00	Complete "Dear Uncle Tacitus" (Chapter 5)

TRAPPER

WEAPON	PRICE	UNLOCK REQUIREMENT
Throwing Knife	$2.50	Complete "Paying a Social Call" (Chapter 2)
Tomahawk	$4.00	Complete "Americans at Rest" (Chapter 2)



WEAPON CUSTOMIZATION

Weapon customization is a system that enables you to apply component and style changes to weapons that you own via the services of a gunsmith.

★ MODIFICATION OVERVIEW ★

Most **component** modifications directly affect the performance of weapons. If you can afford to do so, applying suitable upgrades to your preferred firearms will give you an extra edge in combat.

Style modifications are purely cosmetic, enabling you to personalize your weapons in accordance with your preferences.

COMPONENT: BARREL LENGTH

Barrel length is designed to improve the accuracy of weapons. This component is available for revolvers, pistols, and shotguns (with the exception of the sawed-off shotgun).

- ★ **Short Barrel:** Default component on all weapons of the above categories (except the Schofield revolver, which comes equipped with a long barrel).
- ★ **Long Barrel:** Increases accuracy due to a narrower cone of fire.

COMPONENT: GRIP

A grip modification changes the design of the handle for sidearm weapons. You can change this component for revolvers and pistols.

- ★ **Basic Grip**
- ★ **Ironwood Grip**
- ★ **Ebony Grip**
- ★ **Pearl Grip**
- ★ **Hero Pearl Grip** (available exclusively for the cattleman revolver if your honor rank is 4 or higher)
- ★ **Gunslinger Ebony Grip** (available exclusively for the double-action revolver if your honor rank is -4 or lower)

COMPONENT: BARREL RIFLING

Barrel rifling is the helical pattern inside the barrel designed to spin the projectile on exit, increasing velocity and range.

- ★ **Standard Rifling:** Default component on all weapons.
- ★ **Improved Rifling:** Weapon range is increased by 10%; damage fall-off ranges are also increased by 10%, making weapons more effective at long distances. When used on shotgun weapons with buckshot ammunition equipped, spread is increased, leading to a wider cone of fire – but therefore lower accuracy.

COMPONENT: IRON SIGHTS

Iron sights make it easier to aim your weapon. This modification is available for all firearms except sniper rifles. While aiming a weapon without a scope in first-person view, pressing ✪ will toggle the iron sights view on and off.

- ★ **Stock Sights:** Default component on all weapons (with the exception of sniper rifles).
- ★ **Improved Sights:** Increase accuracy by enabling better target acquisition.

COMPONENT: SCOPES

Scopes are available for repeaters and rifles. While aiming a weapon with a scope, pressing ✪ will toggle the full-screen zoom scope view on and off. Note that this is not possible with sniper rifles, though.

- ★ **No Scope:** No zoom (not available for sniper rifles)
- ★ **Short Scope:** Low-level zoom
- ★ **Medium Scope:** Medium-level zoom
- ★ **Long Scope:** High-level zoom

COMPONENT: STOCK

The stock modification changes the grain texture of the wooden sections of longarm weapons (repeaters, rifles, and shotguns, including the sawn-off shotgun).

- ★ **Basic Grain**
- ★ **Straight Grain**
- ★ **Wide Grain**

COMPONENT: WRAP

Leather wraps help to preserve the condition of weapons against wear from usage and the elements. This is available for repeaters, rifles, and shotguns (including the sawn-off shotgun).

- ★ **No Wrap:** Default degradation.
- ★ **Wrap:** Reduces weapon degradation by 10%. This stacks with other similar effects.

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★ MODIFICATION LISTS ★

ALL LONGARM WEAPONS

COMPONENTS

CATEGORY	ITEM	PRICE
Barrel	No Rifling	-
	Improved Rifling	$20.00
Iron Sights*	Stock Sights	-
	Improved Sights	$5.00
Stock	Basic Grain	-
	Straight Grain	$14.00
	Wide Grain	$20.00
Wrap	No Wrap	-
	Wrap	$10.00

* Unavailable for the rolling block rifle and carcano rifle

STYLES | METALS

CATEGORY	IRON	NICKEL	BLUED STEEL	BLACKENED STEEL	BROWNED STEEL	BRASS	SILVER	GOLD
Barrel	$5.00	$5.50	$6.00	$7.00	$7.50	$8.00	$9.00	$10.00
Frame	$7.50	$8.25	$9.00	$10.50	$11.25	$12.00	$13.50	$15.00
Hammer	$4.00	$4.50	$5.00	$5.50	$6.00	$6.50	$7.00	$8.00
Lever, Block, Trapdoor, Bolt, Trigger Guard	$5.00	$5.50	$6.00	$7.00	$7.50	$8.00	$9.00	$10.00
Sight	$2.50	$2.75	$3.00	$3.50	$3.75	$4.00	$4.50	$5.00
Trigger	$3.50	$4.00	$4.25	$5.00	$5.50	$5.75	$6.50	$7.00

STYLES | OTHER MODIFICATIONS ★ ★ ★ ★ ★ ★ ★ ★ ★

CATEGORY	ITEM	PRICE
Engravings | Inlay Metals	Iron	$1.50
	Nickel	$2.25
	Blued Steel	$3.00
	Blackened Steel	$3.75
	Browned Steel	$5.25
	Brass	$6.00
	Silver	$7.50
	Gold	$9.00
Engravings | Barrel, Frame, Lever, Block, Trapdoor, Bolt, Trigger Guard *(price per weapon part; each one can be toggled individually after applying a full engraving)*	None	$0.30
	Baroque	$6.50
	Art Nouveau	$8.25
	Victorian	$10.50
	Ornamental	$12.00
Carvings | Grip	None	-
	Buck Scene	$14.50
	Wolf Scene	$15.00
	Eagle Scene	$16.00
	Ram	$16.75
	Flying Eagle	$18.00
	Bear	$18.50

CATEGORY	ITEM	PRICE
Varnish | Stock	Birch	$1.50
	Mahogany	$1.50
	Black Walnut	$2.00
	Maple	$2.00
	Bocote	$2.50
	Mesquite	$2.50
	Dark Rosewood	$3.00
	Myrtle	$3.00
	Bubinga	$3.50
	Rosewood	$3.50
	Cocobolo	$4.00
	Wild Cherry	$4.00
	Ebony	$4.50
	Bright Maple	$4.50
	Walnut	$5.00
	Dark Walnut	$5.00
Leather	Hazelnut	$1.50
	Chestnut	$2.00
	Olive	$2.50
	Walnut	$3.00
	Brick Red	$3.50
	Tobacco	$4.00
	Chocolate	$4.50
	Pebble	$5.00

ALL SIDEARM WEAPONS

COMPONENTS

CATEGORY	ITEM	PRICE
Barrel Length*	Short Barrel	$9.00
	Long Barrel	$12.00
Barrel Rifling*	No Rifling	-
	Improved Rifling	$15.00
Iron Sights	Stock Sights	-
	Improved Sights	$5.00

* The sawed-off shotgun doesn't have barrel customization options; instead it shares the same stock and wrap options as longarm weapons (though its wide grain stock costs $12 instead of $20)

STYLES | METALS*

CATEGORY	IRON	NICKEL	BLUED STEEL	BLACKENED STEEL	BROWNED STEEL	BRASS	SILVER	GOLD**
Barrel	$4.00	$4.50	$4.75	$5.50	$6.00	$6.50	$7.25	$8.00
Cylinder, Lever, Bolt	$4.00	$4.50	$4.75	$5.50	$6.00	$6.50	$7.25	$8.00
Frame	$6.00	$6.50	$7.25	$8.50	$9.00	$9.50	$10.75	$12.00
Hammer	$3.25	$3.50	$4.00	$4.50	$4.75	$5.25	$5.50	$6.50
Sight	$2.00	$2.25	$2.50	$2.75	$3.00	$3.25	$3.50	$4.00
Trigger	$2.75	$3.25	$3.25	$4.00	$4.50	$4.50	$5.25	$5.50

* These values apply to all sidearms except for the sawed-off shotgun
** For the double-action revolver, the gold color is only available to players who have completed the related treasure hunt in *GTA Online*

STYLE | OTHER MODIFICATIONS

STYLES	ITEM	PRICE
Engravings | Inlay Metals	Iron	$1.50
	Nickel	$2.25
	Blued Steel	$3.00
	Blackened Steel	$3.75
	Browned Steel	$5.25
	Brass	$6.00
	Silver	$7.50
	Gold	$9.00
Engravings | Barrel, Cylinder*, Bolt, Frame *(price per weapon part; each one can be toggled individually after applying a full engraving)*	None	$0.30
	Baroque	$5.00
	Art Nouveau	$6.50
	Victorian	$8.50
	Ornamental	$10.00
Carvings | Grip	None	-
	Rattlesnake	$12.00
	Scorpion	$12.50
	Puma	$13.75
	Deer	$14.50
	Eagle	$15.00
	Buck	$15.25

STYLES	ITEM	PRICE
Varnish	Birch	$1.50
	Mahogany	$1.50
	Black Walnut	$2.00
	Maple	$2.00
	Bocote	$2.50
	Mesquite	$2.50
	Dark Rosewood	$3.00
	Myrtle	$3.00
	Bubinga	$3.50
	Rosewood	$3.50
	Cocobolo	$4.00
	Wild Cherry	$4.00
	Ebony	$4.50
	Bright Maple	$4.50
	Walnut	$5.00
	Dark Walnut	$5.00

* Instead of cylinder engravings, the sawed-off shotgun has trigger guard engravings

WEAPON TYPE-SPECIFIC MODIFICATIONS

ALL REPEATERS

COMPONENTS | SCOPE	PRICE
No Scope	-
Short Scope	$15.00

ALL SHOTGUNS*

COMPONENTS | BARREL	PRICE
Short Barrel	-
Long Barrel	$14.00

* Except sawed-off shotgun

ALL RIFLES

COMPONENTS | SCOPE	PRICE
No Scope	-
Short Scope	$15.00
Medium Scope	$20.00

ALL SNIPER RIFLES

COMPONENTS | SCOPE	PRICE
Short Scope	$15.00
Medium Scope	-
Long Scope	$25.00

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WEAPON-SPECIFIC MODIFICATIONS

CATTLEMAN REVOLVER

COMPONENTS | GRIP	PRICE
Basic Grip	-
Ebony Grip	$12.00
Ironwood Grip	$14.00
Pearl Grip	$15.00
Hero Pearl Grip	$30.00

DOUBLE-ACTION REVOLVER

COMPONENTS | GRIP	PRICE
Basic Grip	-
Ebony Grip	$12.00
Ironwood Grip	$14.00
Gunslinger Ebony Grip	$30.00

MAUSER PISTOL, SCHOFIELD REVOLVER, SEMI-AUTOMATIC PISTOL, VOLCANIC PISTOL

COMPONENTS | GRIP	PRICE
Basic Grip	-
Ebony Grip	$12.00
Ironwood Grip	$14.00
Pearl Grip	$15.00

SAWED-OFF SHOTGUN | STYLES | METALS

METALS	IRON	NICKEL	BLUED STEEL	BLACKENED STEEL	BROWNED STEEL	BRASS	SILVER	GOLD
Barrel	$5.00	$5.50	$6.00	$7.00	$7.50	$8.00	$9.00	$10.00
Frame	$7.50	$8.25	$9.00	$10.50	$11.25	$12.00	$13.50	$15.00
Hammer	$4.00	$4.50	$5.00	$5.50	$6.00	$6.50	$7.00	$8.00
Sight	$2.50	$2.75	$3.00	$3.50	$3.75	$4.00	$4.50	$5.00
Trigger	$3.50	$4.00	$4.25	$5.00	$5.50	$5.75	$6.50	$7.00
Trigger Guard	$5.00	$5.50	$6.00	$7.00	$7.50	$9.00	$8.00	$10.00

HUNTING KNIFE

STYLES	ITEM	PRICE
Metals | Blade	Iron	$7.00
	Nickel	$7.25
	Blued Steel	$8.00
	Blackened Steel	$8.50
	Browned Steel	$9.00
	Brass	$9.75
	Silver	$10.50
	Gold	$10.00
Engravings | Inlay Metals	Iron	-
	Nickel	-
	Blued Steel	-
	Blackened Steel	-
	Browned Steel	-
	Brass	-
	Silver	-
	Gold	-
Engravings | Blade	None	$0.30
	Baroque	$6.50
	Skulls	$8.25
	Ornamental	$10.50
Varnish | Grip	Birch	$1.50
	Mahogany	$1.50
	Black Walnut	$2.00
	Maple	$2.00
	Bocote	$2.50
	Mesquite	$2.50
	Dark Rosewood	$3.00
	Myrtle	$3.00
	Bubinga	$3.50
	Rosewood	$3.50
	Cocobolo	$4.00
	Wild Cherry	$4.00
	Ebony	$4.50
	Bright Maple	$4.50
	Walnut	$5.00
	Dark Walnut	$5.00

REVOLVERS

Cattleman Revolver

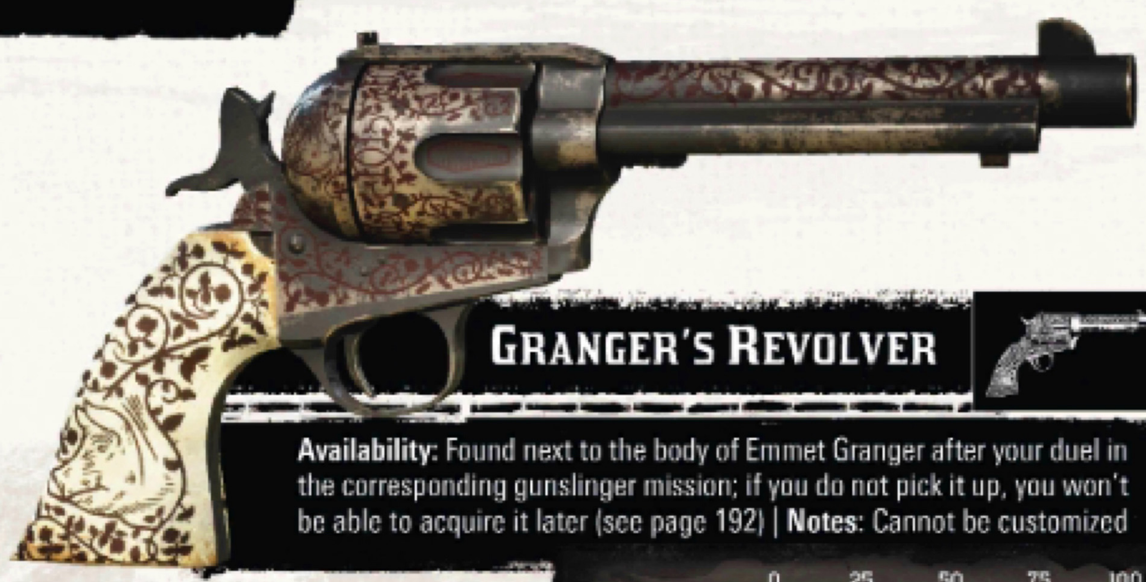
Availability: All gunsmiths | In inventory from the beginning of game

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Flaco's Revolver

Availability: Found next to the body of Flaco Hernandez after your duel in the corresponding gunslinger mission; if you do not pick it up, you won't be able to acquire it later (see page 193) | **Notes:** Cannot be customized

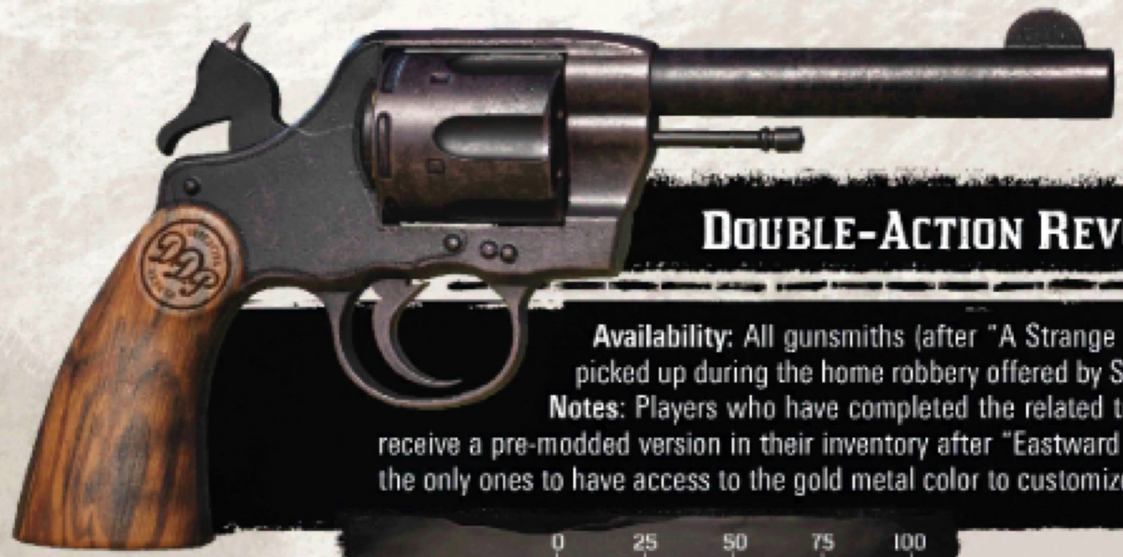
	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					



Granger's Revolver

Availability: Found next to the body of Emmet Granger after your duel in the corresponding gunslinger mission; if you do not pick it up, you won't be able to acquire it later (see page 192) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					



Double-Action Revolver

Availability: All gunsmiths (after "A Strange Kindness", Chapter 2) | Can be picked up during the home robbery offered by Sean in Chapter 3 (see page 183) **Notes:** Players who have completed the related treasure hunt in *GTA Online* will receive a pre-modded version in their inventory after "Eastward Bound" (Chapter 1) and will be the only ones to have access to the gold metal color to customize this weapon

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Algernon's Revolver

Availability: Final reward for completing "Duchesses and Other Animals" (see page 206) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

REVOLVERS (CONTINUED)

Micah's Revolver

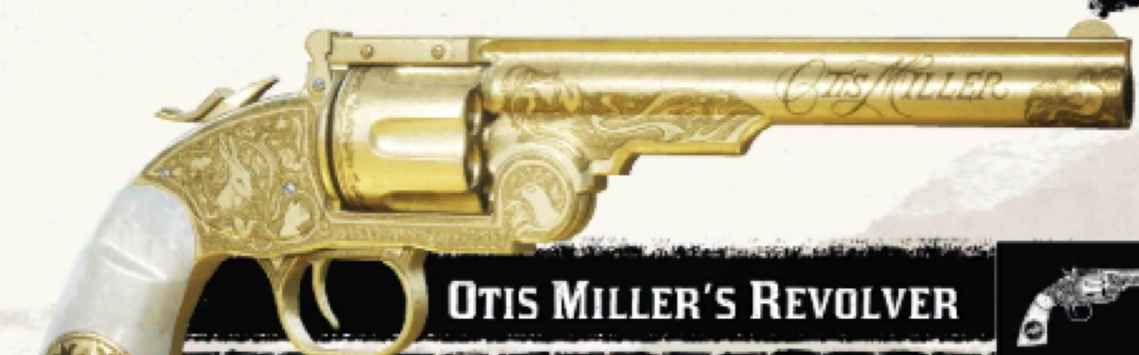
Availability: Return to the location of the final shootout at the top of Mount Hagen after "American Venom" (Epilogue 2) and retrieve the gun from the frozen corpse | **Notes:** Cannot be customized

Schofield Revolver

Availability: All gunsmiths (after "Blessed are the Meek?", Chapter 2) | Found during the robbery of Valentine's doctor (see page 181)

Calloway's Revolver

Availability: Complete the final step of "The Noblest of Men, and a Woman" and collect the weapon near the corpse of your victim after your duel; if you do not pick it up, you won't be able to acquire it later (see page 193)
Notes: Cannot be customized



Otis Miller's Revolver

Availability: Hidden in a hard-to-find chest in the north part of Cholla Springs; two secret treasure maps lead to this (see page 341) | **Notes:** Cannot be customized

Volcanic Pistol

Availability: All gunsmiths (after "Eastward Bound", Chapter 1) | **Notes:** Available for free with the Special/Ultimate Edition

PISTOLS

Semi-Automatic Pistol

Availability: Valentine and Saint Denis gunsmiths (both after "The Joys of Civilization", Chapter 4)

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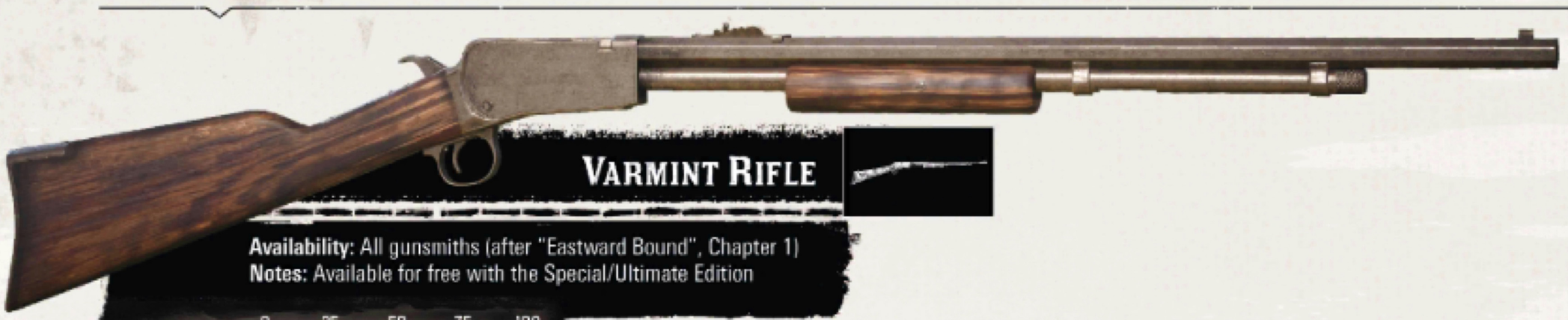
Mauser Pistol

Availability: Valentine and Saint Denis gunsmiths (both after "That's Murfree Country", Chapter 5)

Midnight's Pistol

Availability: Found next to the body of Billy Midnight after your duel in the corresponding gunslinger mission; if you do not pick it up, you won't be able to acquire it later (see page 193) | **Notes:** Cannot be customized

RIFLES

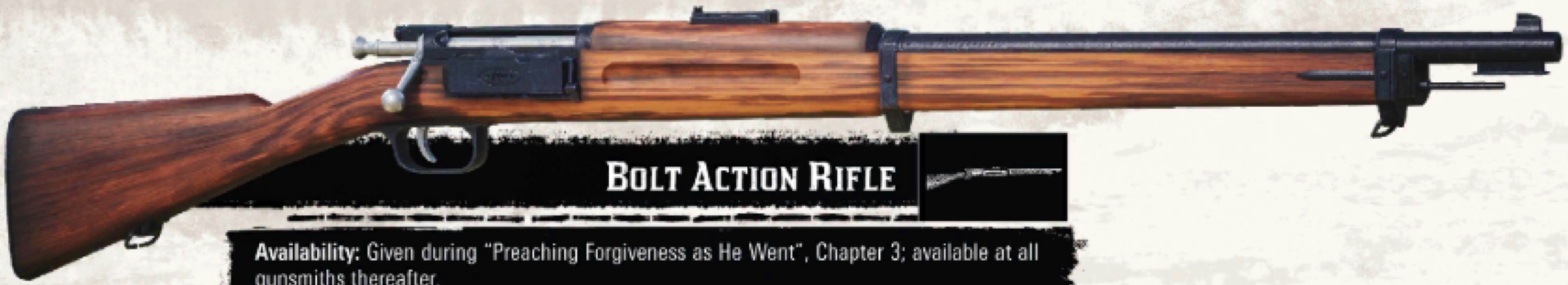


Varmint Rifle

Availability: All gunsmiths (after "Eastward Bound", Chapter 1)
Notes: Available for free with the Special/Ultimate Edition

Springfield Rifle

Availability: All gunsmiths (after "Eastward Bound", Chapter 1)



Bolt Action Rifle

Availability: Given during "Preaching Forgiveness as He Went", Chapter 3; available at all gunsmiths thereafter.

REPEATERS

Carbine Repeater

Availability: All gunsmiths | Given during "Old Friends" (Chapter 1)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Lancaster Repeater

Availability: All gunsmiths | Supplied during "An American Pastoral Scene" (Chapter 2)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Litchfield Repeater

Availability: Supplied during "Goodbye, Dear Friend", Chapter 6; available at all gunsmiths thereafter

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

SHOTGUNS

Double-Barreled Shotgun

Availability: All gunsmiths | Picked up at the end of "Paying a Social Call" (Chapter 2)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Rare Shotgun

Availability: Dropped by a special character called the Hermit when you kill him (see page 230); if you do not pick it up, you won't be able to acquire it later | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

Sawed-Off Shotgun

Availability: All gunsmiths | Given to player during "Enter Pursued by a Memory" (Chapter 1)

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

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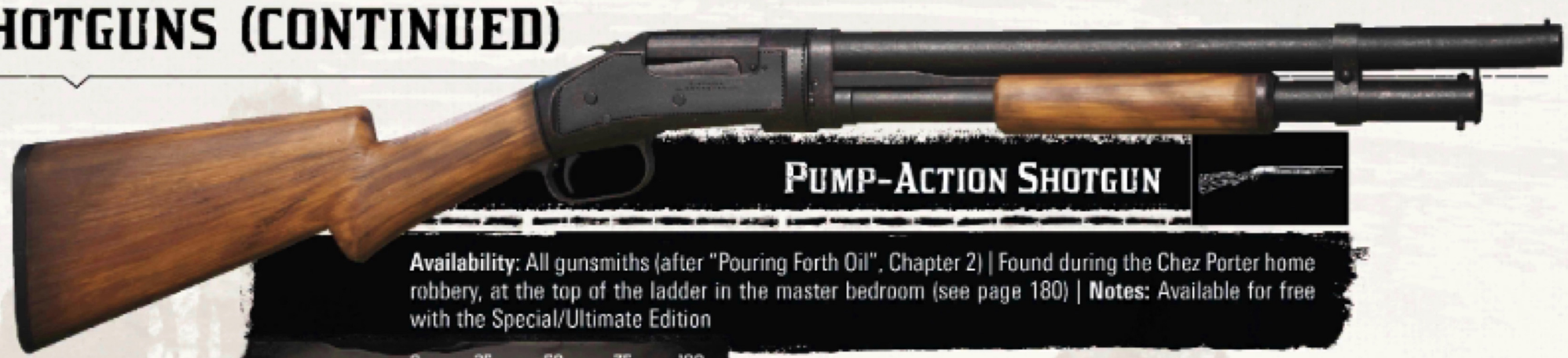
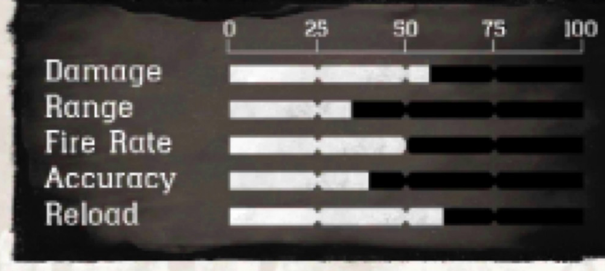
SHOTGUNS (CONTINUED)



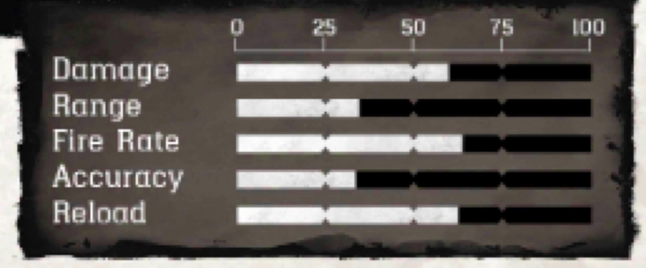
Pump-Action Shotgun

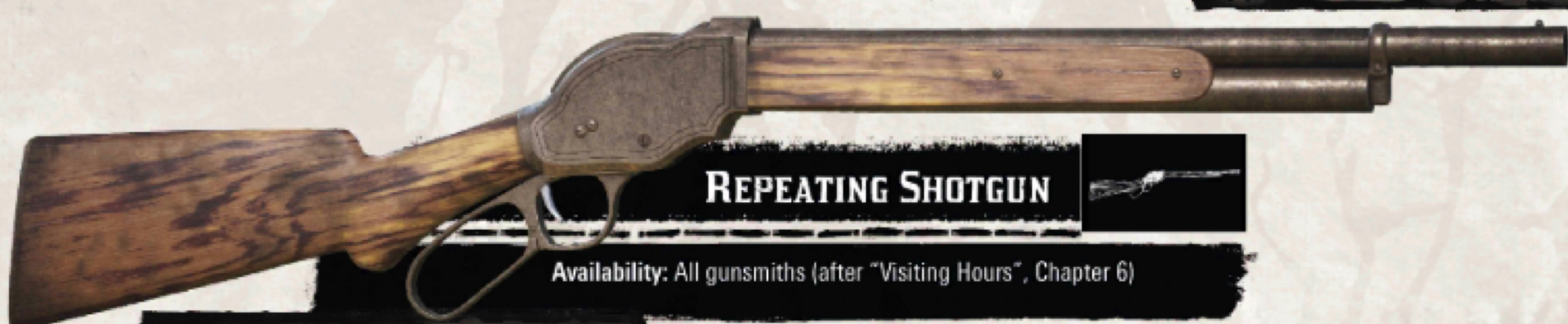
Availability: All gunsmiths (after "Pouring Forth Oil", Chapter 2) | Found during the Chez Porter home robbery, at the top of the ladder in the master bedroom (see page 180) | **Notes:** Available for free with the Special/Ultimate Edition



Semi-Auto Shotgun

Availability: All gunsmiths (after "A Fine Night of Debauchery", Chapter 4) | Found during the Watson's Cabin home robbery, in the basement (see page 180)

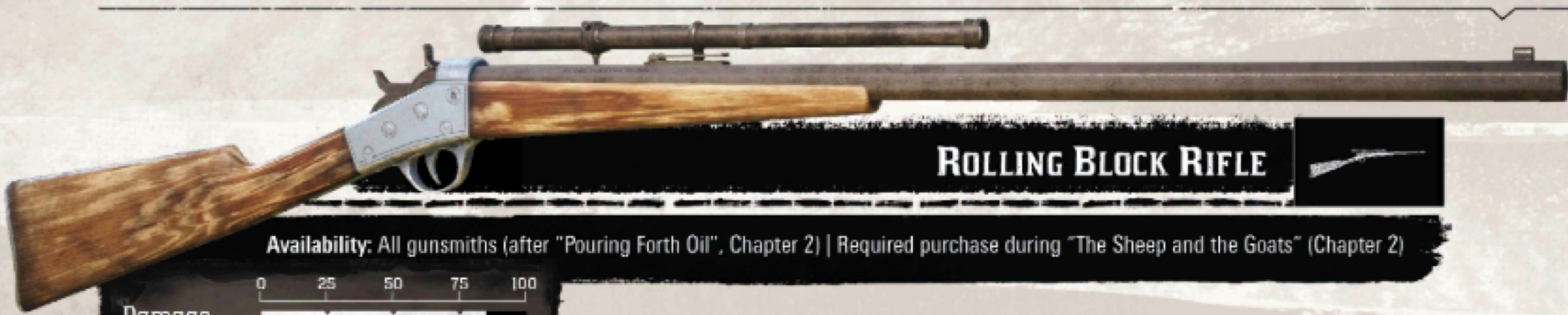




Repeating Shotgun

Availability: All gunsmiths (after "Visiting Hours", Chapter 6)

SNIPER RIFLES

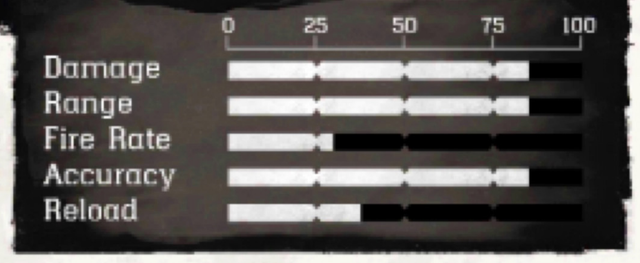


Rolling Block Rifle

Availability: All gunsmiths (after "Pouring Forth Oil", Chapter 2) | Required purchase during "The Sheep and the Goats" (Chapter 2)

Rare Rolling Block Rifle

Availability: Dropped by the sniper firing from the barn at end of "Magicians for Sport" (Chapter 3); if you do not pick it up, you won't be able to acquire it later
Notes: Cannot be customized



SNIPER RIFLES (CONTINUED)

Carcano Rifle

Availability: All gunsmiths (after "Goodbye, Dear Friend")

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

LONGARM BACK

Bow

Availability: Given at beginning of "The Aftermath of Genesis" (Chapter 1) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					
Reload					

THROWABLES

Tomahawk

Availability: All fences and the trapper (after "Americans at Rest", Chapter 2) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					

Throwing Knife

Availability: All fences and the trapper (after "Paying a Social Call", Chapter 2) | Given during "Paying a Social Call" (Chapter 2) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					

Fire Bottle

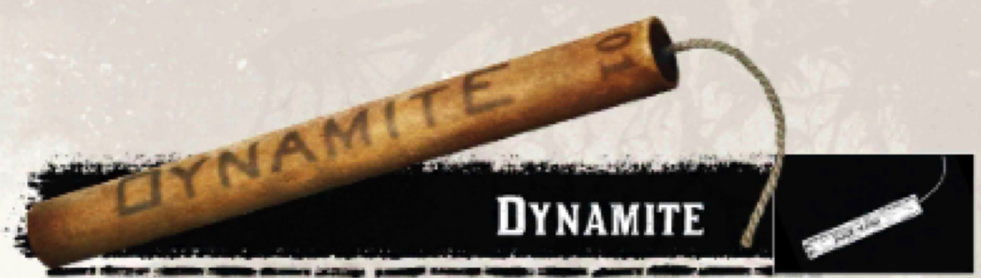
Availability: All fences (after "The Fine Joys of Tobacco", Chapter 3) | Supplied during "The Fine Joys of Tobacco" (Chapter 3) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					

Ancient Tomahawk

Availability: Found sticking out of a broken target on the east side of Calumet Ravine, to the east of the Wapiti Indian Reservation | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					



Dynamite

Availability: All fences (available after "Who the Hell is Leviticus Cornwall?", Chapter 1) | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Fire Rate					
Accuracy					

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Unarmed

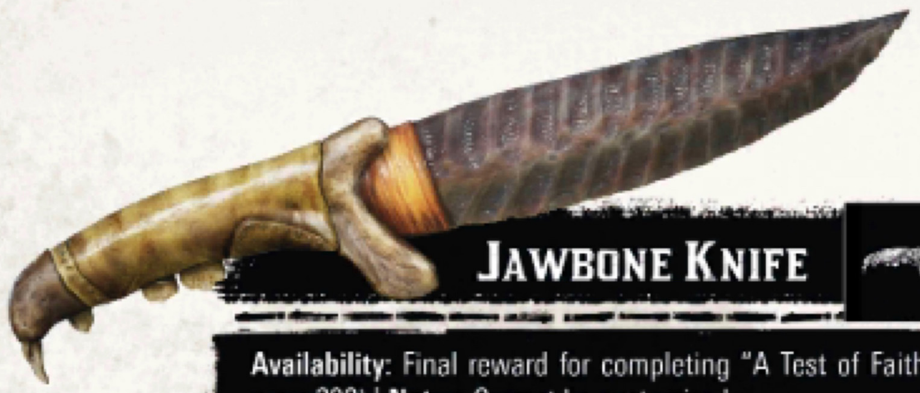
Availability: From the beginning of game

	0	25	50	75	100
Damage					
Range					

Hunting Knife

Availability: In inventory from the beginning of game

	0	25	50	75	100
Damage					
Range					

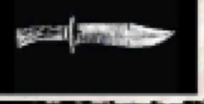


Jawbone Knife

Availability: Final reward for completing "A Test of Faith" (see page 208) | **Notes:** Cannot be customized

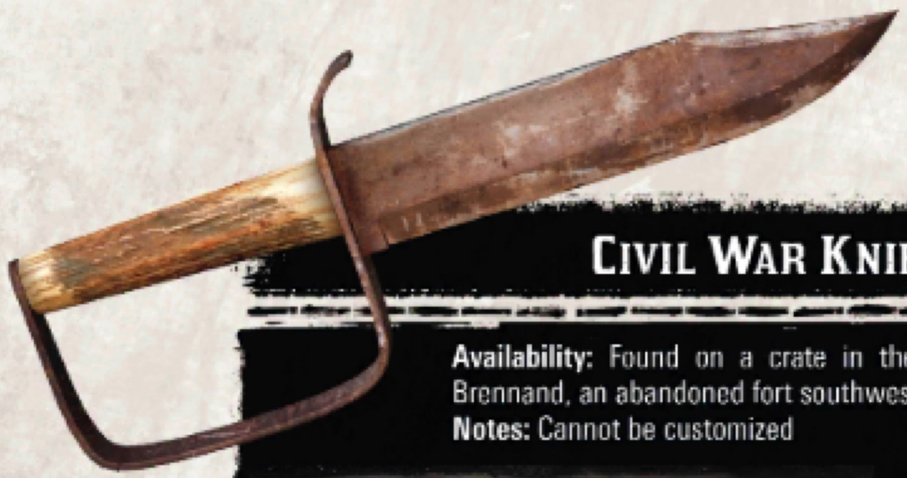
	0	25	50	75	100
Damage					
Range					

Wide-Blade Knife



Availability: Found on a dead body deep in the Beryl's Dream mine, directly west of Mount Shann; press the plunger at the entrance to blow up the rocks in the way | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					

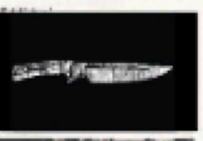


Civil War Knife

Availability: Found on a crate in the basement of Fort Brennand, an abandoned fort southwest of Van Horn
Notes: Cannot be customized

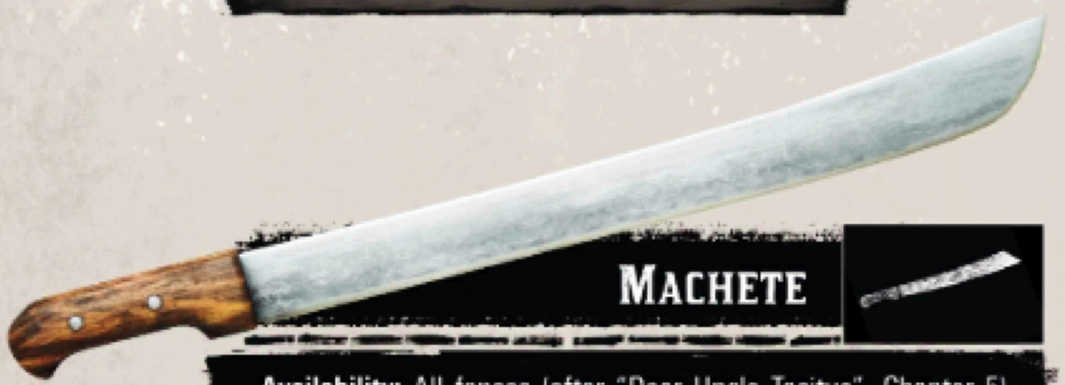
	0	25	50	75	100
Damage					
Range					

Antler Knife



Availability: Found on a dead bear, a short distance to the northwest of Hanging Dog Ranch | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					



Machete

Availability: All fences (after "Dear Uncle Tacitus", Chapter 5)
Notes: Cannot be customized

	0	25	50	75	100
Damage					
Range					

Broken Pirate Sword

Availability: Found in a wrecked boat on the small islands directly south of Saint Denis' southern bridge | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					

Hatchet

Availability: All fences (after "Dear Uncle Tacitus", Chapter 5)
Notes: Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

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Stone Hatchet

Available only for players who complete the related bounty hunter mission in GTA Online; found at the Native Burial site, just north of Owanjila | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Double Bit Hatchet

Availability: Found in a tree stump to the northwest of Wallace Station | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Rusted Double Bit Hatchet

Availability: Found in a tree stump in Annesburg, a short walk north of the coal mining facility | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Hewing Hatchet

Availability: Found in a tree stump on the south shore of Moonstone Pond | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Viking Hatchet

Availability: Found in the old tomb, a short distance to the northeast of Beaver Hollow | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Hunter Hatchet

Availability: Found in a tree stump directly south of Window Rock
Notes: Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Rusted Hunter Hatchet

Availability: Found in a tree stump outside a shack, halfway between O'Creagh's Run and Elysian Pool | **Notes:** Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

Cleaver

Availability: All fences (after "Dear Uncle Tacitus", Chapter 5)
Notes: Cannot be customized

	0	25	50	75	100
Damage					
Range					
Accuracy					

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ITEMS

This chapter offers a complete catalog of all items encountered in the game, including parameters, availability conditions and other such notable characteristics. It also provides a guide to crafting and comprehensive shop inventories.

CONSUMABLES

The primary function of consumables is to restore your attribute meters or cores: see page 166 for further details on these concepts.

- **Meter restoration effects** are expressed in terms of the circular "tank" segments that are replenished. Certain powerful items trigger the fortified status, which temporarily boosts the attribute in question to level 10 for a set duration.
- **Core restoration effects** are expressed as a percentage: 50%, for instance, will replenish half of the related core. A few potent consumables will induce the "gold" status on affected cores, which temporarily halts the usual draining process.

Furthermore, consumables have a calorie value, which incrementally affects your character's weight – a system that we cover on page 168.

For each item, you will also find notes on its availability. The following general principles apply:

- **Found:** The item can be looted from places you explore, acquired from chests, and claimed from bodies. Many of these collectibles can also be picked up as free supplies at camp once you unlock the corresponding upgrades (see page 143).
- **Crafted:** Some items need to be crafted. You can find a complete list of all recipes, ingredients and requirements on page 321.
- **Purchased:** Many consumables are available in stores. Turn to page 324 for exhaustive shop lists featuring prices and, where applicable, unlock conditions.
- **Hunting:** All animal parts, which represent the bulk of the "ingredients" and "materials" satchel categories, are covered in a dedicated section of this guide – see page 147
- **Fishing:** Refer to our section on fishing on page 163 for a full list of fish species and their habitats.

Finally, many horse consumables have bonding XP values. These contribute to developing your bonding level with your mount based on how full its related cores are – as explained on page 140

Health (Tanks) | Health Core (%) | Stamina (Tanks) | Stamina Core (%) | Dead Eye (Tanks) | Dead Eye Core (%)

TONICS

OPENED HEALTH CURE

10	–	–
–	–	–

AVAILABILITY: Found — CALORIES: 1

HEALTH CURE

10 + Fortified (3 hrs)	–	–
–	–	–

AVAILABILITY: Found and purchased (doctors, general stores, bait & tackle) — CALORIES: 1

POTENT HEALTH CURE

10 + Fortified (6 hrs)	–	–
–	–	–

AVAILABILITY: Purchased (doctors) and crafted — CALORIES: 1

SPECIAL HEALTH CURE

10 + Fortified (9 hrs)	–	–
–	–	–

AVAILABILITY: Crafted — CALORIES: 1

OPENED BITTERS

–	10	–
–	–	–

AVAILABILITY: Found — CALORIES: 1

BITTERS

–	10 + Fortified (3 hrs)	–
–	–	–

AVAILABILITY: Found and purchased (doctors and general stores) — CALORIES: 1

POTENT BITTERS

–	10 + Fortified (6 hrs)	–
–	–	–

AVAILABILITY: Purchased (doctors) and crafted — CALORIES: 1

SPECIAL BITTERS

–	10 + Fortified (9 hrs)	–
–	–	–

AVAILABILITY: Crafted — CALORIES: 1

OPENED SNAKE OIL

–	–	10
–	–	–

AVAILABILITY: Found — CALORIES: 1

SNAKE OIL

–	–	10 + Fortified (3 hrs)
–	–	–

AVAILABILITY: Found and purchased (doctors, fences, general stores) — CALORIES: 1

POTENT SNAKE OIL

–	–	10 + Fortified (6 hrs)
–	–	–

AVAILABILITY: Purchased (doctors and fences) and crafted — CALORIES: 1

SPECIAL SNAKE OIL

–	–	10 + Fortified (9 hrs)
–	–	–

AVAILABILITY: Crafted — CALORIES: 1

TONICS (CONTINUED)

OPENED MIRACLE TONIC

10	10	10	
–	–	–	
AVAILABILITY		CALORIES	1

Found

MIRACLE TONIC

10 + Fortified (2 hrs)	10 + Fortified (2 hrs)	10 + Fortified (2 hrs)	
–	–	–	
AVAILABILITY		CALORIES	1

Found and purchased (doctors and general stores)

POTENT MIRACLE TONIC

10 + Fortified (4 hrs)	10 + Fortified (4 hrs)	10 + Fortified (4 hrs)	
–	–	–	
AVAILABILITY		CALORIES	1

Purchased (doctors) and crafted

SPECIAL MIRACLE TONIC

10 + Fortified (6 hrs)	10 + Fortified (6 hrs)	10 + Fortified (6 hrs)	
–	–	–	
AVAILABILITY		CALORIES	1

Crafted

MOONSHINE

10 + Fortified (3 hrs)	–	–	
-12%	–	–	
AVAILABILITY		CALORIES	3

Found and purchased (fences)

OPENED COCAINE GUM

–	10 + Fortified (3 hrs)	–	
–	-12%	–	
AVAILABILITY		CALORIES	1

Found

COCAINE GUM

–	10 + Fortified (3 hrs)	–	
–	-12%	–	
AVAILABILITY		CALORIES	1

Found and purchased (doctors, general stores, bait & tackle)

OPENED TOBACCO

–	–	10 + Fortified (3 hrs)	
–	–	-12%	
AVAILABILITY		CALORIES	1

Found

CHEWING TOBACCO

–	–	10 + Fortified (3 hrs)	
–	–	-12%	
AVAILABILITY		CALORIES	1

Found and purchased (general stores and doctors)

AGED PIRATE RUM*

–	–	–	
–	–	–	
AVAILABILITY		CALORIES	1

Found

GINSENG ELIXIR*

–	–	–	
–	–	–	
AVAILABILITY		CALORIES	1

Found

VALERIAN ROOT*

–	–	–	
–	–	–	
AVAILABILITY		CALORIES	1

Found

* Aged Pirate Rum, Ginseng Elixir and Valerian Root provide EXP boosts (see page 168)

PROVISIONS

CANNED STRAWBERRIES

–	–	–	
37%	37%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED APRICOTS

–	–	–	
12%	37%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED PEACHES

–	–	–	
25%	37%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED PINEAPPLES

–	–	–	
50%	37%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED CORN

–	–	–	
37%	25%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED PEAS

–	–	–	
37%	12%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores and fences)

BAKED BEANS

–	–	–	
37%	37%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores and fences)

CANNED KIDNEY BEANS

–	–	–	
37%	50%	–	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED CORNED BEEF

–	–	–	
50%	–	12%	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

CANNED SALMON

–	–	–	
50%	–	25%	
AVAILABILITY		CALORIES	3

Found and purchased (general stores)

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ASSORTED SALTED OFFAL

–	–	–
25%	–	25%

AVAILABILITY | CALORIES 3

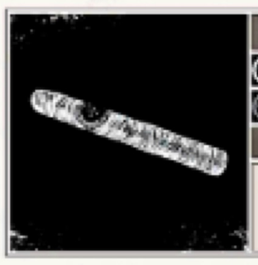
Found and purchased (general stores)

CIGARETTES (ALL)

–	–	–
–	-12%	12%

AVAILABILITY | CALORIES 0

Found and purchased (general stores)



CIGAR

–	–	–
–	-12%	62%

AVAILABILITY | CALORIES 0

Found and purchased (general stores)

COFFEE

–	–	–
–	50%	50%

AVAILABILITY | CALORIES 1

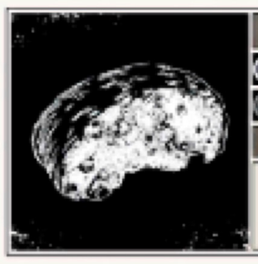
Crafted

ALMONDS

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found on saloon counters



BREAD CHUNK

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found

ASSORTED BISCUITS

–	–	–
25%	–	–

AVAILABILITY | CALORIES 3

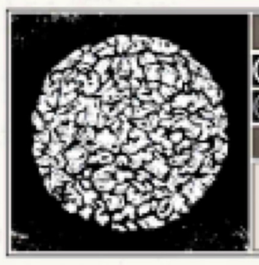
Found and purchased (general stores)

CRACKERS

–	–	–
12%	–	–

AVAILABILITY | CALORIES 3

Found and purchased (general stores, bait & tackle)

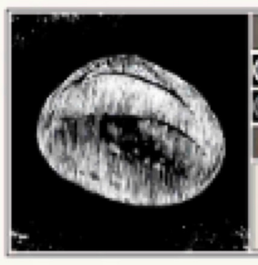


CLASSIC OATCAKES

–	–	–
25%	–	12%

AVAILABILITY | CALORIES 3

Found and purchased (general stores and tackle shop)



BREAD ROLL

–	–	–
25%	–	–

AVAILABILITY | CALORIES 3

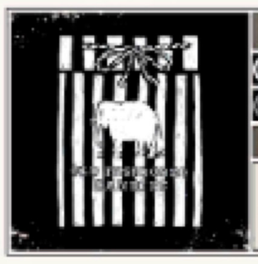
Found and purchased (general stores)

CHEESE WEDGE

–	–	–
37%	–	37%

AVAILABILITY | CALORIES 3

Found and purchased (general stores)



CANDIES

–	–	–
–	25%	12%

AVAILABILITY | CALORIES 1

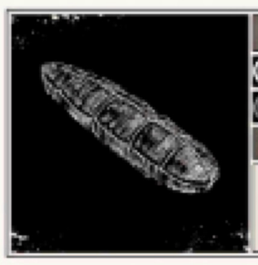
Found and purchased (general stores and doctors)

CHOCOLATE BAR

–	–	–
–	50%	25%

AVAILABILITY | CALORIES 5

Found and purchased (general stores and doctors)



SALTED BEEF

–	–	–
25%	–	37%

AVAILABILITY | CALORIES 3

Found and purchased (general stores, butchers)

SALTED VENISON

–	–	–
37%	–	37%

AVAILABILITY | CALORIES 3

Found and purchased (butchers)

OPENED GIN

–	–	–
–	12%	25%

AVAILABILITY | CALORIES 1

Found

OPENED GUARMA RUM

–	–	–
–	12%	25%

AVAILABILITY | CALORIES 1

Found

OPENED FINE BRANDY

–	–	–
–	12%	37%

AVAILABILITY | CALORIES 1

Found

OPENED KENTUCKY BOURBON

–	–	–
-12%	25%	37%

AVAILABILITY | CALORIES 1

Found

GIN

–	–	–
–	25%	50%

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

GUARMA RUM

–	–	–
–	37%	50%

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

FINE BRANDY

–	–	–
–	25%	62%

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

PROVISIONS (CONTINUED)

KENTUCKY BOURBON

–	–	–
-12%	37%	62%

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

APPLE

–	–	–
12%	25%	–

AVAILABILITY | CALORIES 3

Found and purchased (stables and general stores)

PEACH

–	–	–
12%	25%	–

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

PEAR

–	–	–
25%	25%	–

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

BEETS

–	–	–
25%	25%	–

AVAILABILITY | CALORIES 3

Found and purchased (stables)

CARROT

–	–	–
25%	12%	–

AVAILABILITY | CALORIES 3

Found and purchased (stables and general stores)

CELERY

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found and purchased (stables)

CORN

–	–	–
25%	–	–

AVAILABILITY | CALORIES 3

Found and purchased (general stores)

PEPPERMINT

–	–	–
–	12%	12%

AVAILABILITY | CALORIES 1

Found and purchased (stables)

SUGAR CUBE

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found and purchased (stables)

BAY BOLETE

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found across numerous regions such as Tall Trees, West Elizabeth, and Caliban's Seat

BLACKBERRY

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in multiple locations, for instance along the Dakota River banks

CHANTERELLE

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in grass areas, woodlands across Lemoyne, and the east of New Hanover

EVERGREEN HUCKLEBERRY

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found along the Kamassa River that runs through Lemoyne and New Hanover

PARASOL MUSHROOM

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in well-drained soil and woodlands across America

RAM'S HEAD

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found growing at the bottom of tree trunks in woodlands and forests in West Elizabeth and Ambarino

RASPBERRY

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found flourishing across most regions of America

WILD CARROTS

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found across most regions of America, often along roads or in fields

WINTERGREEN BERRY

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in woodlands and forests in the northern regions of Ambarino and New Hanover

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INGREDIENTS

Animal parts, which represent the bulk of the "ingredients" and "materials" satchel categories, are covered in a dedicated section of this guide – see page 147.

SAGE

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found in many places, for example along both banks of the Kamassa River

BURDOCK ROOT

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found in the western side of the Great Plains region, particularly along the railroad tracks and river banks

GINSENG

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in forests and moist areas

CREEPING THYME

–	–	–
–	–	12%

AVAILABILITY | CALORIES 1

Found growing in thin soil near river banks, sandy soil, and near rocks

CURRANT

–	–	–
–	–	12%

AVAILABILITY | CALORIES 1

Found on foothills and along streams in West Elizabeth and the northeast of New Hanover

INDIAN TOBACCO

–	–	–
–	–	12%

AVAILABILITY | CALORIES 1

Found in woodlands and savannas in West Elizabeth, Ambarino, and Lemoyne

COMMON BULRUSH

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found near streams and lakes in every region across America

OLEANDER SAGE

-2	–	–
-25%	–	–

AVAILABILITY | CALORIES 0

Found near the river banks of Bayou Nwa

ENGLISH MACE

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found near the river banks in Rio Bravo, New Austin

PRAIRIE POPPY

–	–	–
–	–	12%

AVAILABILITY | CALORIES 1

Found in the Great Plains, often near train tracks

MILKWEED

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found near the river banks of Bayou Nwa and Dewberry Creek in Lemoyne

VIOLET SNOWDROP

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found in the north of Ambarino

OREGANO

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found in dry grasslands

WILD MINT

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in marshes, along streams and moist meadows

VANILLA FLOWER

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found near the river banks of Bayou Nwa

YARROW

–	–	–
12%	–	–

AVAILABILITY | CALORIES 1

Found in grasslands and open forest areas in New Hanover and Lemoyne

WILD FEVERFEW

–	–	–
–	12%	–

AVAILABILITY | CALORIES 1

Found in Cholla Springs

SALOON MEALS

SALOON BEER

–	–	–
–	12%	50%

AVAILABILITY | CALORIES 3

All saloons

SALOON WHISKEY

–	–	–
-12%	12%	12%

AVAILABILITY | CALORIES 3

All saloons

OATMEAL

–	–	–
50%	50%	50%

AVAILABILITY | CALORIES 5

Valentine Keane's saloon

BEEF STEW

–	–	–
50%	50%	50%

AVAILABILITY | CALORIES 5

Valentine Smithfields saloon

SALOON MEALS (CONTINUED)

LAMB'S FRY		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Valentine Smithfields saloon		

LOBSTER BISQUE		
–	–	–
75%	75%	75%
AVAILABILITY	CALORIES	5
Saint Denis saloon		

PRIME RIB		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Saint Denis saloon		

FISH STEW		
–	–	–
75%	75%	75%
AVAILABILITY	CALORIES	5
Van Horn saloon		

LAMB HEART		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Van Horn saloon		

CRACKED WHEAT AND MILK		
–	–	–
50%	50%	50%
AVAILABILITY	CALORIES	3
Rhodes saloon		

FRIED CATFISH		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Rhodes saloon		

CHILLI		
–	–	–
75%	75%	75%
AVAILABILITY	CALORIES	5
Tumbleweed saloon		

ROAST BEEF		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Tumbleweed saloon		

PEACH COBBLER		
–	–	–
75%	75%	75%
AVAILABILITY	CALORIES	5
Blackwater saloon		

PRAIRIE CHICKEN		
–	–	–
100% + Gold (1 day)	100%	100%
AVAILABILITY	CALORIES	5
Blackwater saloon		

COOKED MEALS

PLAIN GAME BIRD		
–	–	–
37%	37%	37%
AVAILABILITY	CALORIES	1
Cooking (meat from hunting: waxwing, cardinal, blue jay, condor, cormorant, crow, eagle, egret, hawk, heron, loon, oriole, owl, pigeon, quail, raven, booby, robin, spoonbill, gull, songbird, sparrow, vulture, crane, woodpecker)		

PLAIN STRINGY MEAT		
–	–	–
37%	37%	37%
AVAILABILITY	CALORIES	1
Cooking (meat from hunting: armadillo, badger, bat, beaver, chipmunk, coyote, fox, muskrat, opossum, raccoon, rat, skunk, snake, squirrel)		

PLAIN HERPTILE		
–	–	–
37%	37%	37%
AVAILABILITY	CALORIES	1
Cooking (meat from hunting: frog, gila monster, iguana, toad, turtle)		

GRITTY FISH		
–	–	–
37%	37%	37%
AVAILABILITY	CALORIES	1
Cooking (meat from fishing: bluegill, bullhead catfish, channel catfish, longnose gar)		

PLAIN MUTTON		
–	–	–
50%	50%	50%
AVAILABILITY	CALORIES	3
Cooking (meat from hunting: goat, ram, sheep)		

MINTY MUTTON		
–	–	–
75%	50%	50%
AVAILABILITY	CALORIES	3
Cooking (meat from hunting: goat, ram, sheep)		

OREGANO MUTTON		
–	–	–
50%	75%	50%
AVAILABILITY	CALORIES	3
Cooking (meat from hunting: goat, ram, sheep)		

THYME MUTTON		
–	–	–
50%	50%	75%
AVAILABILITY	CALORIES	3
Cooking (meat from hunting: goat, ram, sheep)		

PLAIN FLAKY FISH		
–	–	–
50%	50%	50%
AVAILABILITY	CALORIES	3
Cooking (meat from fishing: redfin pickerel, perch, chain pickerel, rock bass, muskie, lake sturgeon, northern pike, largemouth bass, smallmouth bass)		

MINTY FLAKY FISH		
–	–	–
75%	50%	50%
AVAILABILITY	CALORIES	3
Cooking (meat from fishing: redfin pickerel, perch, chain pickerel, rock bass, muskie, lake sturgeon, northern pike, largemouth bass, smallmouth bass)		

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COOKED MEALS (CONTINUED)

OREGANO FLAKY FISH

–	–	–
50%	75%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from fishing: redfin pickerel, perch, chain pickerel, rock bass, muskie, lake sturgeon, northern pike, largemouth bass, smallmouth bass)

THYME FLAKY FISH

–	–	–
50%	50%	75%

AVAILABILITY | CALORIES 3

Cooking (meat from fishing: redfin pickerel, perch, chain pickerel, rock bass, muskie, lake sturgeon, northern pike, largemouth bass, smallmouth bass)

PLAIN PLUMP BIRD

–	–	–
50%	50%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: chicken, goose, turkey, rooster)

MINTY PLUMP BIRD

–	–	–
75%	50%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: chicken, goose, turkey, rooster)

OREGANO PLUMP BIRD

–	–	–
50%	75%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: chicken, goose, turkey, rooster)

THYME PLUMP BIRD

–	–	–
50%	50%	75%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: chicken, goose, turkey, rooster)

PLAIN CRUSTACEAN

–	–	–
50%	50%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: crab)

MINTY CRUSTACEAN

–	–	–
75%	50%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: crab)

OREGANO CRUSTACEAN

–	–	–
50%	75%	50%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: crab)

THYME CRUSTACEAN

–	–	–
50%	50%	75%

AVAILABILITY | CALORIES 3

Cooking (meat from hunting: crab)

PLAIN PRIME BEEF

–	–	–
75%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: bison, bull, cow, ox)

MINTY PRIME BEEF

–	–	–
100%	75%	75%

AVAILABILITY | CALORIES 5

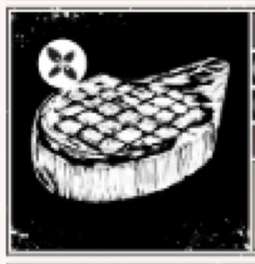
Cooking (meat from hunting: bison, bull, cow, ox)

OREGANO PRIME BEEF

–	–	–
75%	100%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: bison, bull, cow, ox)



THYME PRIME BEEF

–	–	–
75%	75%	100%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: bison, bull, cow, ox)

PLAIN VENISON

–	–	–
75%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: buck, deer, elk, moose, pronghorn)

MINTY VENISON

–	–	–
100%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: buck, deer, elk, moose, pronghorn)

OREGANO VENISON

–	–	–
75%	100%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: buck, deer, elk, moose, pronghorn)

THYME VENISON

–	–	–
75%	75%	100%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: buck, deer, elk, moose, pronghorn)

PLAIN PORK

–	–	–
75%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: boar, peccary, pig)

MINTY PORK

–	–	–
100%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: boar, peccary, pig)

OREGANO PORK

–	–	–
75%	100%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: boar, peccary, pig)

THYME PORK

–	–	–
75%	75%	100%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: boar, peccary, pig)

PLAIN GAME

–	–	–
75%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: duck, pheasant, rabbit)

MINTY GAME

–	–	–
100%	75%	75%

AVAILABILITY | CALORIES 5

Cooking (meat from hunting: duck, pheasant, rabbit)

COOKED MEALS (CONTINUED)

OREGANO GAME

–	–	–
75%	100%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: duck, pheasant, rabbit)

THYME GAME

–	–	–
75%	75%	100%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: duck, pheasant, rabbit)

PLAIN SUCCULENT FISH

–	–	–
75%	75%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: sockeye salmon, steelhead trout)

MINTY SUCCULENT FISH

–	–	–
100%	75%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: sockeye salmon, steelhead trout)

OREGANO SUCCULENT FISH

–	–	–
75%	100%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: sockeye salmon, steelhead trout)

THYME SUCCULENT FISH

–	–	–
75%	75%	100%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: sockeye salmon, steelhead trout)

PLAIN EXOTIC BIRD

–	–	–
75%	75%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: parakeet, parrot, pelican)

MINTY EXOTIC BIRD

–	–	–
100%	75%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: parakeet, parrot, pelican)

OREGANO EXOTIC BIRD

–	–	–
75%	100%	75%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: parakeet, parrot, pelican)

THYME EXOTIC BIRD

–	–	–
75%	75%	100%

AVAILABILITY — CALORIES 5

Cooking (meat from hunting: parakeet, parrot, pelican)

PLAIN BIG GAME

–	–	–
100%	100%	100%

AVAILABILITY — CALORIES 10

Cooking (meat from hunting: alligator, bear, cougar, panther, wolf)

MINTY BIG GAME

–	–	–
100% + Gold (1 day)	100%	100%

AVAILABILITY — CALORIES 10

Cooking (meat from hunting: alligator, bear, cougar, panther, wolf)

OREGANO BIG GAME

–	–	–
100%	100% + Gold (1 day)	100%

AVAILABILITY — CALORIES 10

Cooking (meat from hunting: alligator, bear, cougar, panther, wolf)

THYME BIG GAME

–	–	–
100%	100%	100% + Gold (1 day)

AVAILABILITY — CALORIES 10

Cooking (meat from hunting: alligator, bear, cougar, panther, wolf)

CAMP STEWS

BASE STEW

–	–	–
50%	–	–

AVAILABILITY — CALORIES 3

Pearson's cooking pot at camp

STEW WITH LOW-QUALITY MEAT

–	–	–
62%	–	–

AVAILABILITY — CALORIES 3

Pearson's cooking pot at camp

STEW WITH MEDIUM-QUALITY MEAT

–	–	–
75%	–	–

AVAILABILITY — CALORIES 5

Pearson's cooking pot at camp

STEW WITH HIGH-QUALITY MEAT

–	–	–
100% + Gold (1 day)	–	–

AVAILABILITY — CALORIES 5

Pearson's cooking pot at camp

STEW WITH BIG GAME MEAT

–	–	–
100% + Gold (1.5 day)	–	–

AVAILABILITY — CALORIES 10

Pearson's cooking pot at camp

STEW WITH EGGS

–	–	–
50%	–	50%

AVAILABILITY — CALORIES 3

Pearson's cooking pot at camp

STEW WITH LOW-QUALITY MEAT AND EGGS

–	–	–
62%	–	62%

AVAILABILITY — CALORIES 3

Pearson's cooking pot at camp

STEW WITH MEDIUM-QUALITY MEAT AND EGGS

–	–	–
75%	–	75%

AVAILABILITY — CALORIES 5

Pearson's cooking pot at camp

STEW WITH HIGH-QUALITY MEAT AND EGG

–	–	–
100% + Gold (1 day)	–	100% + Gold (1.5 day)

AVAILABILITY — CALORIES 5

Pearson's cooking pot at camp

STEW WITH BIG GAME MEAT AND EGGS

–	–	–
100% + Gold (1.5 day)	–	100% + Gold (1.5 day)

AVAILABILITY — CALORIES 10

Pearson's cooking pot at camp

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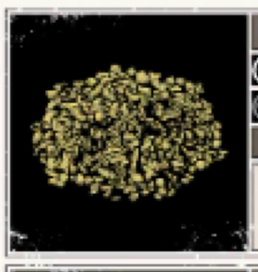
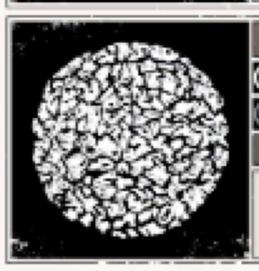
HORSE PROVISIONS



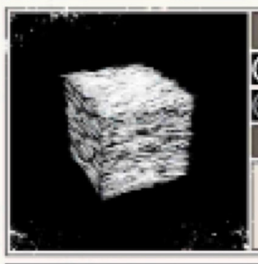
HORSE MEAL		BONDING XP	
–	–	Core: 0-75%	15
100% + Gold (1 day)	100% + Gold (1 day)	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Crafted		CALORIES	
		5	

WILD CARROTS		BONDING XP	
–	–	Core: 0-75%	15
62%	62%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found growing across most regions of America, often along roads or in fields		CALORIES	
		3	

CARROT		BONDING XP	
–	–	Core: 0-75%	15
62%	62%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (stables and general stores)		CALORIES	
		3	



CLASSIC OATCAKES		BONDING XP	
–	–	Core: 0-75%	15
62%	62%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (general stores and tackle shop)		CALORIES	
		5	



HAY		BONDING XP	
–	–	Core: 0-75%	15
62%	62%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (stables)		CALORIES	
		3	

BEETS		BONDING XP	
–	–	Core: 0-75%	15
62%	62%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (stables)		CALORIES	
		5	

CELERY		BONDING XP	
–	–	Core: 0-75%	5
12%	25%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (stables)		CALORIES	
		1	

CORN		BONDING XP	
–	–	Core: 0-75%	15
50%	50%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (general stores)		CALORIES	
		5	

APPLE		BONDING XP	
–	–	Core: 0-75%	15
25%	25%	Core: 76-85%	15
AVAILABILITY		Core: 86-100%	15
Found and purchased (stables and general stores)		CALORIES	
		3	

PEACH		BONDING XP	
–	–	Core: 0-75%	15
25%	25%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (general stores)		CALORIES	
		3	

PEAR		BONDING XP	
–	–	Core: 0-75%	15
25%	25%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found and purchased (general stores)		CALORIES	
		3	

OREGANO		BONDING XP	
–	–	Core: 0-75%	5
25%	12%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found in dry grasslands		CALORIES	
		1	

BURDOCK ROOT		BONDING XP	
–	–	Core: 0-75%	5
25%	12%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found in the western side of the Great Plains region, particularly along the railroad tracks and river banks		CALORIES	
		3	

GINSENG		BONDING XP	
–	–	Core: 0-75%	5
12%	25%	Core: 76-85%	5
AVAILABILITY		Core: 86-100%	1
Found in forests and moist areas		CALORIES	
		1	

PARASOL MUSHROOM		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in well-drained soil and woodlands across America		CALORIES	
		1	

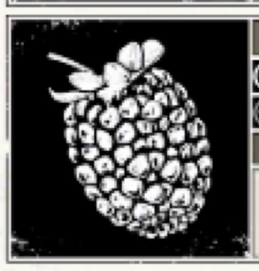
BAY BOLETE		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found across numerous regions such as Tall Trees, West Elizabeth, and Caliban's Seat		CALORIES	
		1	

CHANTERELLES		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in grass areas, woodlands across Lemoyne, and the east of New Hanover		CALORIES	
		1	

CREEPING THYME		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found growing in thin soil near river banks, sandy soil, and near rocks		CALORIES	
		1	

WILD MINT		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in marshes, along streams and moist meadows		CALORIES	
		1	

RAM'S HEAD		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found growing at the bottom of tree trunks in woodlands and forests in West Elizabeth and Ambarino		CALORIES	
		1	



BLACKBERRY		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in multiple locations, for instance along the Dakota River banks		CALORIES	
		1	

RASPBERRY		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found flourishing across most regions of America		CALORIES	
		1	

WINTERGREEN BERRY		BONDING XP	
–	–	Core: 0-50%	5
25%	–	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in woodlands and forests in the northern regions of Ambarino and New Hanover		CALORIES	
		1	

HORSE PROVISIONS (CONTINUED)

CURRANT		BONDING XP	
–	–	Core: 0-50%	5
–	25%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found on foothills and along streams in West Elizabeth and the northeast of New Hanover		CALORIES	
		1	

SAGE		BONDING XP	
–	–	Core: 0-50%	5
–	25%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in many places, for example along both banks of the Kamassa River		CALORIES	
		1	

WILD FEVERFEW		BONDING XP	
–	–	Core: 0-50%	5
–	25%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found in Cholla Springs		CALORIES	
		1	

SUGAR CUBE		BONDING XP	
–	–	Core: 0-50%	5
–	25%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found and purchased (stables)		CALORIES	
		3	

PEPPERMINT		BONDING XP	
–	–	Core: 0-50%	5
–	12%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	5
Found and purchased (stables)		CALORIES	
		1	

COMMON BULRUSH		BONDING XP	
–	–	Core: 0-50%	5
–	12%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	1
Found near streams and lakes in every region across America		CALORIES	
		1	

ENGLISH MACE		BONDING XP	
–	–	Core: 0-50%	5
–	12%	Core: 51-75%	5
AVAILABILITY		Core: 76-100%	5
Found near the river banks in Rio Bravo, New Austin		CALORIES	
		1	

HORSE TONICS

HORSE REVIVER		BONDING XP
5	–	0
–	–	CALORIES
AVAILABILITY		1
Found and purchased (stables, general stores, doctors and tackle shop)		

SPECIAL HORSE REVIVER		BONDING XP
10	–	0
100% + Gold (1 day)	–	CALORIES
AVAILABILITY		1
Crafted		

OPENED HORSE MEDICINE		BONDING XP
10	–	0
–	–	CALORIES
AVAILABILITY		1
Found		

HORSE MEDICINE		BONDING XP
10 + Fortified (2 hrs)	–	0
–	–	CALORIES
AVAILABILITY		1
Found and purchased (stables, general stores, doctors and tackle shop)		

POTENT HORSE MEDICINE		BONDING XP
10 + Fortified (4 hrs)	–	0
–	–	CALORIES
AVAILABILITY		1
Found and purchased (stables, general stores, doctors and tackle shop)		

SPECIAL HORSE MEDICINE		BONDING XP
10 + Fortified (10 hrs)	–	0
–	–	CALORIES
AVAILABILITY		1
Crafted		

OPENED HORSE STIMULANT		BONDING XP
–	10	0
–	–	CALORIES
AVAILABILITY		1
Found		

HORSE STIMULANT		BONDING XP
–	10 + Fortified (2 hrs)	0
–	–	CALORIES
AVAILABILITY		1
Found and purchased (stables, general stores, doctors and tackle shop)		

POTENT HORSE STIMULANT		BONDING XP
–	10 + Fortified (4 hrs)	0
–	–	CALORIES
AVAILABILITY		1
Found and purchased (general stores, stables, doctors and tackle shop)		

SPECIAL HORSE STIMULANT		BONDING XP
–	10 + Fortified (10 hrs)	0
–	–	CALORIES
AVAILABILITY		1
Crafted		

GROOMING

HORSE BRUSH		BONDING XP	
–	–	Dirt: 0-9	1
–	–	Dirt: 10-100	15
AVAILABILITY		CALORIES	0
Given during "Exit Pursued by a Bruised Ego" (Chapter 2)			

HORSE OINTMENT		BONDING XP	
–	–	Dirt: 0-9	0
50%	100% + Gold (1 day)	Dirt: 10-100	0
AVAILABILITY		CALORIES	0
Crafted			

HORSE CARE PACKAGE		BONDING XP	
–	–	Dirt: 0-9	0
100% + Gold (1 day)	100% + Gold (1 day)	Dirt: 10-100	0
AVAILABILITY		CALORIES	10
Purchased (stables)			

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KIT & TOOLS

Items in this category serve a very specific purpose. Some have gameplay applications (such as the binoculars, which enable you to study anything of interest from a distance), while others are specific to certain missions.

Of particular interest:

- ★ **Improved satchels** can be crafted by Pearson at camp (see page 144) or purchased at fences from Epilogue 1 onward (see page 327). These offer increased capacity – a very welcome feature that will enable you to make more profitable expeditions into the wilderness.
- ★ **Talismans and trinkets** induce permanent perks. You do not need to equip the items: their effects are always active, making them very powerful. Note that you can choose to show or hide talismans in the Wardrobe menu.

KIT AND TOOLS AVAILABILITY

ICON	NAME	NOTES	AVAILABILITY
	Ancient Arrowhead	A special item that enables your stamina to last twice as long when you draw your bow	Once you have inspected all 20 dreamcatcher locations, this is found in the cave hidden behind the Elysian Pool waterfall – see page 212
	Antique Pocket Watch	A broken watch	Found at Compson's Stead during "The Iniquities of History – II"
	Antique Watch	Can be sold to a fence	Looted from the debtor's house during the "Mr Wróbel" loansharking mission
	Bandana	Conceals your identity while committing crimes	Given after "Outlaws from the West"
	Beau's Gift	A gift to deliver to Penelope	Given during "The Course of True Love – II"
	Binoculars	Allows you to see into the distance and study targets	Given after "Outlaws from the West"
	Cover Scent Lotion	Lowers the chance that you will be detected by animals	Crafted, found, purchased (general stores, fences, tackle)
	Crafting Tools	Tools for crafting items	Given by Hosea during "Eastward Bound"
	Fountain Pen*	An item request made by Mary-Beth	Osman Grove, inside a drawer in the cabin (east of Emerald Ranch)
	Gold Pocket Watch	Can be sold to a fence	Found (for example, on the body of the Saint Denis gunsmith)
	Hair Pomade	Apply to hair to slick back	Found and purchased (general stores)
	Hair Tonic	Doubles the rate at which hair and facial hair grows	Found and purchased (general stores)
	Harmonica*	An item request made by Sadie	Found at Grangers Hoggery, on a cupboard inside the shack east of Flatneck Station
	Herbivore Bait	Attracts average herbivores in the vicinity	Found, crafted, and purchased (general stores, fences, trapper, tackle)
	Lightning Conductor	A metal rod used to conduct lightning	Given during "A Bright Bouncing Boy – II"
	Lock Breaker	Used to silently break locks	Given during "Friends in Very Low Places"; purchased (fences)
	Mary's Brooch	An ornate brooch	Retrieved during Fatherhood and Other Dreams – II

ICON	NAME	NOTES	AVAILABILITY
	Naval Compass	An item request made by Pearson	In the boathouse at Braithwaite Manor
	Opened Cover Scent	Lowers the chances of being detected by animals	Found
	Penelope's Bracelet	Penelope's bracelet	Reward for completing "The Course of True Love – V"
	Pipe*	An item request made by Dutch	Vetter's Echo, on a desk in the shack (west of Wallace Station, near the west edge of the world map)
	Platinum Pocket Watch	Can be sold to a fence	Found (for instance, on Evelyn Miller's desk during "The American Inferno, Burnt Out – V", or inside a lock box in Fairwale Shanty)
	Pocket Mirror*	An item request made by Molly	Martha's Swain, on a nightstand in the cabin (east of Three Sisters)
	Pocket Watch	Displays the current time	Purchased (general stores)
	Pollution Evidence	Evidence that shows pollution leaked into the creek	Found in an old mine during "The Wisdom of the Elders – V"
	Potent Herbivore Bait	Attracts pristine herbivores in the vicinity	Crafted
	Potent Predator Bait	Attracts pristine predators in the vicinity	Crafted
	Predator Bait	Attracts average predators in the vicinity	Found, crafted, and purchased (general stores, fences, trapper, tackle)
	Reutlinger Pocket Watch	Can be sold to a fence	Stolen from the safe during "A Fine Night of Debauchery"
	Silver Pocket Watch	Can be sold to a fence	Found (for instance, inside the Vetter's Echo shack)
	Sister Calderón's Crucifix	A crucifix that belongs to Sister Calderón	Retrieved during "Brothers and Sisters, One and All"
	Thimble*	An item request made by Jack	Looted from random characters once the item request is active
	Wardrobe	Allows you to access your outfits	Owned at the beginning of the game

* Only available once you've triggered the corresponding item request.

SATCHELS

ICON	NAME	INGREDIENTS REQUIRED BY PEARSON*
	Tonics Satchel	Perfect Deer Pelt, Perfect Buck Pelt, Perfect Elk Pelt
	Ingredients Satchel	Perfect Deer Pelt, Perfect Badger Pelt, Perfect Squirrel Pelt
	Kit Satchel	Perfect Deer Pelt, Perfect Elk Pelt, Perfect Panther Pelt
	Provisions Satchel	Perfect Deer Pelt, Perfect Bison Pelt, Perfect Raccoon Pelt
	Materials Satchel	Perfect Deer Pelt, Perfect Boar Pelt, Perfect Iguana Skin
	Valuables Satchel	Perfect Deer Pelt, Perfect Beaver Pelt, Perfect Rabbit Pelt
	Legend of the East Satchel	Perfect Deer Pelt, Perfect Cougar Pelt, Perfect Wolf Pelt

* There are additional crafting requirements: see page 144 for details. Once you reach Epilogue 1, you can buy all satchels from fences without having to provide ingredients.

TRINKETS

ICON	NAME	EFFECT	AVAILABILITY
	Beaver Tooth Trinket	Slows weapon degradation by 10%	Crafted at fences (legendary beaver tooth)
	Tatanka Bison Horn Trinket	Decreases the amount of melee damage received by 10%	Crafted at fences (legendary Tatanka bison horn)
	Buck Antler Trinket	You receive higher-quality parts when skinning animals	Crafted at fences (legendary buck antler)
	Cougar Fang Trinket	Increases your stamina XP gains by 10%	Crafted at fences (legendary cougar fang)
	Coyote Fang Trinket	Increases your Dead Eye XP gains by 10%	Crafted at fences (legendary coyote fang)
	Elk Antler Trinket	Increases the money you obtain from looting by 10%	Crafted at fences (legendary elk antler)
	Fox Claw Trinket	Increases Eagle Eye duration by five seconds	Crafted at fences (legendary fox claw)
	Lion's Paw Trinket	Increases your stamina XP gains by 10%	Crafted at fences (lion's paw)
	Moose Antler Trinket	Increases your health XP gains by 10%	Crafted at fences (legendary moose antler)
	Panther's Eye Trinket	Decreases the speed at which the Dead Eye meter drains by 10% for three seconds	Crafted at fences (legendary panther's eye)
	Pronghorn Horn Trinket	Stops animals stored on your horse from spoiling	Crafted at fences (legendary pronghorn horn)
	Ram Horn Trinket	Doubles the amount of herbs you obtain when picking oregano, creeping thyme and wild mint	Crafted at fences (legendary ram horn)
	Wolf Heart Trinket	Doubles your resistance to alcohol	Crafted at fences (legendary wolf heart)
	Owl Feather Trinket	Reduces health, stamina and Dead Eye core drain speed by 15%	Reward for completing "Archeology for Beginners" without killing a single guard
	Iguana Scale Trinket	Reduces the damage you receive while on horseback by 10%	For owners of the Special/Ultimate Edition of the game only

TALISMANS

ICON	NAME	EFFECT	AVAILABILITY
	Alligator Tooth Talisman	Decreases the speed at which the Dead Eye core drains by 10%	Crafted at fences: • Vintage Civil War Handcuffs • Gold Jointed Bracelet • Legendary Alligator Tooth
	Bear Claw Talisman	Decreases the speed at which the health core drains by 10%	Crafted at fences: • Silver Chain Bracelet • Quartz Chunk • Legendary Bear Claw
	Boar Tusk Talisman	Decreases the speed at which your horse's health and stamina cores drain by 10%	Crafted at fences: • Cobalt Petrified Wood • Gold Earring • Legendary Boar Tusk
	Bison Horn Talisman	Decreases the speed at which the stamina core drains by 10%	Crafted at fences: • Abalone Shell Fragment • Silver Earring • Legendary Bison Horn
	Raven Claw Talisman	Slows weapon degradation by 20%	Crafted at fences: • Old Brass Compass
	Eagle Talon Talisman	Increases Eagle Eye duration by five seconds	For owners of the Special/Ultimate Edition of the game only

SPECIAL CRAFTING MATERIALS

A few special materials are required to craft talismans and trinkets at fences. These are unique items that can only be acquired by the methods detailed in the table below.

SPECIAL MATERIALS

ICON	NAME	INGREDIENT FOR...	AVAILABILITY
	Vintage Civil War Handcuffs	Alligator Tooth Talisman	Mail in one set of cigarette cards as part of "Smoking and Other Hobbies" (page 199)
	Lion's Paw	Lion's Paw Trinket	Can be taken from the lion during "He's British, of Course – IV" (page 187)
	Quartz Chunk	Bear Claw Talisman	Mail in the first dinosaur bone location as part of "A Test of Faith" (page 208)
	Cobalt Petrified Wood	Boar Tusk Talisman	Found in a chest under a rock overhang northwest of Lake Isabella (page 216)
	Abalone Shell Fragment	Bison Horn Talisman	Found inside an old house just a short walk to the north of the sheriff's station in Rhodes (page 340)
	Old Brass Compass	Raven Claw Talisman	Found in Francis Sinclair's cabin after mailing all 10 rock carving locations (page 210)

EQUIPMENT

In addition to the standard bandolier, gun belt, holster, and off-hand holster, you can acquire improved versions of these accessories. These "upgraded" and "reinforced" pieces of equipment provide the following perks:

Bandolier: Increased ammo capacity for longarm weapons (+50% for the upgraded version; +100% for the reinforced versions)

Gun Belt: Increased ammo capacity for sidearm weapons (+50% for the upgraded version; +100% for the reinforced versions)

Holster: Weapon degradation rate decreased (-20% for both the upgraded and reinforced versions)

Off-Hand Holster: Weapon degradation rate -10% (for the reinforced versions)

EQUIPMENT AVAILABILITY

NAME	PRICE	UNLOCK CONDITION
UPGRADED EQUIPMENT (GUNSMITHS)		
Upgraded Bandolier	$69.50	-
Upgraded Gun Belt	$58.00	-
Upgraded Holster	$45.50	-
REINFORCED EQUIPMENT (TRAPPER)		
Explorer Bandolier	$34.75	Explorer Challenge: Rank 3
Gambler Bandolier	$21.00	Gambler Challenge: Rank 3
Herbalist Bandolier	$30.25	Herbalist Challenge: Rank 10
Master Hunter Bandolier	$24.50	Master Hunter Challenge: Rank 3
Horseman Bandolier	$17.75	Horseman Challenge: Rank 7
Bandit Bandolier	$21.75	Bandit Challenge: Rank 1
Sharpshooter Bandolier	$20.00	Sharpshooter Challenge: Rank 1
Survivalist Bandolier	$27.25	Survivalist Challenge: Rank 7
Weapons Expert Bandolier	$17,00	Weapons Expert Challenge: Rank 10
Explorer Gun Belt	$31.25	Explorer Challenge: Rank 7
Gambler Gun Belt	$18.75	Gambler Challenge: Rank 7
Herbalist Gun Belt	$27.25	Herbalist Challenge: Rank 3
Master Hunter Gun Belt	$22.00	Master Hunter Challenge: Rank 7
Horseman Gun Belt	$16.00	Horseman Challenge: Rank 1
Bandit Gun Belt	$19.50	Bandit Challenge: Rank 10
Sharpshooter Gun Belt	$18.00	Sharpshooter Challenge: Rank 10
Survivalist Gun Belt	$24.50	Survivalist Challenge: Rank 1
Weapons Expert Gun Belt	$15.25	Weapons Expert Challenge: Rank 3
Explorer Holster	$25.25	Explorer Challenge: Rank 1
Gambler Holster	$15.25	Gambler Challenge: Rank 1
Herbalist Holster	$22.00	Herbalist Challenge: Rank 7
Master Hunter Holster	$18.00	Master Hunter Challenge: Rank 10
Horseman Holster	$13.00	Horseman Challenge: Rank 3
Bandit Holster	$16.00	Bandit Challenge: Rank 3
Sharpshooter Holster	$14.75	Sharpshooter Challenge: Rank 3
Survivalist Holster	$19.75	Survivalist Challenge: Rank 10
Weapons Expert Holster	$12.25	Weapons Expert Challenge: Rank 1
Explorer Off-Hand Holster	$25.25	Explorer Challenge: Rank 10
Gambler Off-Hand Holster	$15.25	Gambler Challenge: Rank 10
Herbalist Off-Hand Holster	$22.00	Herbalist Challenge: Rank 1
Master Hunter Off-Hand Holster	$18.00	Master Hunter Challenge: Rank 1
Horseman Off-Hand Holster	$13.00	Horseman Challenge: Rank 10
Bandit Off-Hand Holster	$16.00	Bandit Challenge: Rank 7
Sharpshooter Off-Hand Holster	$14.75	Sharpshooter Challenge: Rank 7
Survivalist Off-Hand Holster	$19.75	Survivalist Challenge: Rank 3
Weapons Expert Off-Hand Holster	$12.25	Weapons Expert Challenge: Rank 7

VALUABLES

Valuables are precious items whose primary purpose is to be sold, though a few of them are required to craft talismans or during chance encounters.

VALUABLES

ICON	NAME	AVAILABILITY
	Ammolite	Found in a bird nest in the Grizzlies East, on a small ledge near the ridgeline (see page 340)
	Ancient Necklace	Found (sample location: inside the drawer underneath the black flower at Scratching Post)
	Broken Pistol	Found at Compson's Stead during "The Iniquities of History – II"
	Catherine's Brooch	Found on Catherine's person in the burned-out Braithwaite Manor, after "Blood Feuds, Ancient and Modern"
	Deputy Star	Given during "American Distillation"
	Diamond Brooch	Taken at the end of the "Gwyn Hughes" loansharking mission
	Emerald	Given after completing "He's British, of Course – V"
	Female Fertility Statue	Found in a lock box beneath the chair on the porch of the Roadside Brothel
	Fertility Statue	Hidden in the chimney of The Old Bacchus Place, directly south of Thieves Landing
	Fluorite	Found in a bird's nest in the Grizzlies East, on a small ledge near the ridgeline
	Gold Bar	Found
	Gold Earring	Found in a nightstand drawer during the Watson's Cabin home robbery
	Gold Ingot	Found; reward for completing "A Strange Kindness"
	Gold Jointed Bracelet	Random loot drop
	Gold Nugget	Found (for instance in Dodd's Bluff shack, or inside one of the whiskey bottles hanging from the tree to the west of Dewberry Creek)
	Gold Pendant Necklace	Random loot drop
	Gold Plate Buckle	Random loot drop
	Gold Shield	Can be taken from Braithwaite Manor during "Blood Feuds, Ancient and Modern", on a mantelpiece downstairs
	Gold Tooth	Random loot drop
	Gold Wedding Ring	Found (sample locations: on the black sheep just north of Heartland Overflow, or inside Lakay's southernmost cabin)
	Jewelry Box	Random loot drop
	Large Jewelry Bag	Found (sample location: upstairs in the barn during the "Chez Porter" home robbery)

ICON	NAME	AVAILABILITY
	Mary's Ring	Received via a letter from Mary at the end of "Goodbye, Dear Friend", cannot be sold
	Native American Ring	Can be obtained during the "Drunk Camp" chance encounter
	Necklace	Can be obtained during the "Torch Procession" chance encounter
	Pearl Necklace	Random loot drop
	Pen	Given if you save Jimmy Brooks at the end of "Polite Society, Valentine Style"
	Platinum Band	Found (sample locations: inside a lock box in Fairwale Shanty, or inside the drawer underneath the black flower at Scratching Post)
	Platinum Chain Necklace	Random loot drop
	Platinum Earring	Random loot drop
	Platinum Engraved Buckle	Random loot drop
	Platinum Spring Bracelet	Random loot drop
	Rock Statue	Mail in five rock carving location coordinates as part of "Geology for Beginners"
	Silver Chain Bracelet	Random loot drop
	Silver Clamp Buckle	Random loot drop
	Silver Earring	Random loot drop
	Silver Emblem Ring	Random loot drop
	Silver Locket	Obtained if you choose to recover the debt during the "J. John Weathers" loansharking mission
	Silver Tooth	Can be obtained during the "Voice" chance encounter
	Skull Statue	Mail in 15 dinosaur bone location coordinates as part of "A Test of Faith"
	Small Jewelry Bag	Random loot drop
	Squirrel Statue	Given by Ms Hobbs at the conclusion of "A Better World, A New Friend"
	Wedding Ring	Can be obtained during the "Wealthy Couple" and "Torch Procession" chance encounters
	White Cougar Pelt	Skinned from the cougar during the "Winton Holmes" loansharking mission

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DOCUMENTS

There are hundreds of documents that you can acquire throughout the game, such as letters that never reached their intended recipient, newspapers, and recipe pamphlets.

A DAY'S WALK POEM: Found in the Vetter's Echo cabin, just east of Pronghorn Ranch

A LETTER FROM PENELOPE: Obtained during "The Course of True Love – II"

ALGERNON'S BUSINESS CARD: Given when you trigger "Duchesses and Other Animals"

AMERICA: Obtained during "The American Inferno, Burnt Out – V"

ARROYO'S MAP: Looted from one of Arroyo's men at the beginning of the corresponding bounty hunting mission

BANK CREDIT LETTER: Obtained during "Home of the Gentry?"

BEAU'S LETTER: Obtained during "The Course of True Love – I"

BILL'S DISHONORABLE DISCHARGE: At camp

BILLY MIDNIGHT PHOTOGRAPH: Obtained during "The Noblest of Men, and a Woman – I"

BLACK BELLE PHOTOGRAPH: Obtained during "The Noblest of Men, and a Woman – I"

BLACKWATER LEDGER NO. 62-75: Purchased from a newspaper boy in Blackwater or Strawberry

BLACKWATER LEDGER SCRAP: Found in Micah's camp after completing "An American Pastoral Scene"

BOUNTY POSTER – BENEDICT ALLBRIGHT: During "Good, Honest, Snake Oil"

BOUNTY POSTER – MR BLACK & MR WHITE: During "The Ties That Bind Us – II"

BOUNTY POSTER – WILSON J. MCDANIELS: During "The Mercies of Knowledge – V"

BOUNTY POSTERS: Available on notice boards when you meet the requirements for the corresponding bounty hunting missions

BRIDE PHOTOGRAPH: Found on the corpse of Jim, close to the crashed wagon at the base of the Monto's Rest cliff, just northeast of Strawberry

CHARITY HANDBILL: Given by Thomas Downes, a special character in Valentine available between the beginning of Chapter 2 and "Sodom? Back to Gomorrah" (Chapter 3)

CHARLES CHÂTENAY'S SKETCH: Given by Charles Châtenay during "The Artist's Way – I"

CHELONIAN HANDBILL: Given by Anders Helgerson, a special character found in Saint Denis

CHICK'S TREASURE MAP: Received during the Chick Matthews loansharking mission

CHILD'S DRAWING: Found at Compson's Stead during "The Iniquities of History – II"

CHOLERA HANDBILL: Given by the Armadillo town crier, a special character found in Armadillo

CIVIL WAR REPORT: Found in a chest in the basement of Fort Brennand, along with a gold nugget

COACH TIP #1-6: Obtained from the two post office clerks who provide you with tips for coach robberies

COVER SCENT PAMPHLET: Given at the beginning of Chapter 2

DEAR ANNABELLA POEM: Found in the Vetter's Echo cabin, just east of Pronghorn Ranch

DIARY: Found at Compson's Stead during "The Iniquities of History – II"

DUTCH'S SPEECH NOTES: Found at Horseshoe Overlook from Chapter 3

DUTCH'S WANTED POSTER: Found in Micah's camp after completing "An American Pastoral Scene"

DYNAMITE ARROW PAMPHLET: Found in a chest at the base of a small wooden bridge at the south end of the Wapiti Indian Reservation; also sold by fences after you complete "A Short Walk in a Pretty Town"

ELECTRIC CHAIR BLUEPRINT: Found on the body of the professor at the end of "The Mercies of Knowledge – VII"

EMMET GRANGER PHOTOGRAPH: Obtained during "The Noblest of Men, and a Woman – I"

ENGLISH SPELLING PRACTICE: Found on a school desk at Fort Riggs, southwest of Riggs Station

EROTIC PHOTOGRAPH 1-5: Found in a secret treasure chest (see page 216)

EUGENICS HANDBILL: Given by the eugenics proponent, a special character found in Saint Denis

EXISTENCE AND OBLIVION: At camp

EXOTIC COLLECTOR'S LIST 1-5: Received from Algernon Wasp when you trigger each stage of "Duchesses and Other Animals"

EXPERIMENT NOTES 1-4: Found inside the cabin directly west of Van Horn, close to the railroad

EXPLOSIVE SLUG PAMPHLET: Found in a chest right outside the burned down house of an alchemist, not far from the train tracks between Gaptooth Ridge and Cholla Springs; also sold by fences after you complete "A Short Walk in a Pretty Town"

EXPRESS EXPLOSIVE PAMPHLET: Given at the beginning of Chapter 2

FAMILY DAGUERROTYPE: Found at Compson's Stead during "The Iniquities of History – II"

FAMILY PHOTOGRAPH: Found under the floorboard inside the Old Harry Fen shack, just southeast of Braithwaite Manor

FARM, FIELD AND FALCONRY: Obtained during "Idealism and Pragmatism – III"

FIRE ARROW PAMPHLET: Given at the beginning of Chapter 2

FIRE BOTTLE PAMPHLET: Given at the beginning of Chapter 2

FIRST BANK ROBBERY NEWSPAPER SCRAP: At camp

FLACO HERNANDEZ PHOTOGRAPH: Obtained during "The Noblest of Men, and a Woman – I"

FRANCIS'S BUSINESS CARD: Given when you trigger "Geology for Beginners"

GET RICH QUICK: Purchased from Timothy Donahue, a special character in Saint Denis

GOODBYE LETTER FROM MARY: Received at the end of "Goodbye, Dear Friend" (Chapter 6)

GRAVE NEWSPAPER CLIPPING: Found on the table inside the Planters Baun cabin, steps away from the Defaced Grave

GRAY FAMILY HISTORY LETTER: Found near the corpse of Tavish Gray, at the back of the family's mansion

HIGH STAKES TREASURE MAP 1-3: Received during the High Stakes treasure hunt

HOMING TOMAHAWK PAMPHLET: Found in a chest inside Flattened Cabin, south of Moonstone Pond; also sold by fences from Chapter 2 onward

HOPES FOR THE FUTURE: Given by Dr MacIntosh, a special character found in Annesburg

HORSE MEAL PAMPHLET: Reward for completing Kieran's item request for burdock root during Chapter 3; also sold by fences after you complete "Pouring Forth Oil"

HORSE OINTMENT PAMPHLET: Given at the beginning of Chapter 2

HUNTING REQUEST 1-5: Found on notice boards when you meet the requirements for each of the five stages of "A Better World, A New Friend"

IMPROVED ARROW PAMPHLET: Given at the beginning of Chapter 2

IMPROVED THROWING KNIFE PAMPHLET: Given at the beginning of Chapter 2

IMPROVED TOMAHAWK PAMPHLET: Given at the beginning of Chapter 2

INCENDIARY BUCKSHOT PAMPHLET: Found beneath a floorboard inside the dilapidated cabin at Copperhead Landing; also sold by fences after you complete "Pouring Forth Oil"

INVENTOR'S NOTE: Found during "A Bright Bouncing Boy – III"

INVENTOR'S PLAN: Found during "A Bright Bouncing Boy – III"

INVITATION FROM FRANCIS SINCLAIR: Received after mailing the 10 rock carving locations

INVITATION FROM JEREMY GILL: Received after mailing the 13 legendary fish

INVITATION FROM MAYOR LEMIEUX: Received after completing "The Gilded Cage"

INVITATION FROM MS. HOBBS: Received after you complete all five "hunting requests"

JACK HALL GANG MAP 1-3: Received during the Jack Hall Gang treasure hunt

JACK'S DRAWING: Reward for completing Jack's item request (Abigail's thimble) during Chapter 2

JAIL LEDGER: On the sheriff's desk inside the Valentine jail

JEREMY'S BUSINESS CARD: Given when you trigger "A Fisher of Fish"

JOURNAL: Available from the start

KILLER CLUE PIECE 1-3: Obtained by completing the three "Murder Scene" chance encounters

LE TRESOR DES MORTS MAP 1: Received during the Le Tresor des Morts treasure hunt

LE TRESOR DES MORTS RIDDLE NOTE: Received during the Le Tresor des Morts treasure hunt

LEDGER: Found at Compson's Stead during "The Iniquities of History"

LEGENDARY ANIMAL MAP: Given during "Exit Pursued by a Bruised Ego"

LEGENDARY FISH MAP: Obtained during "A Fisher of Fish"

LEMOYNE RAIDERS LETTER: Can be looted from a Lemoyne Raider's body at their hideout or one of their camps

LETTER FROM 'CAROLINE': Obtained during "Dear Uncle Tacitus"

LETTER FROM ABIGAIL: Found on a table inside your house at Pronghorn Ranch during "Motherhood" (Epilogue 1)

LETTER FROM CHARLES CHÂTENAY: Received after completing "The Artist's Way IV"

LETTER FROM CHARLOTTE: Obtained during the Willard's Rest home robbery

LETTER FROM CORNWALL KEROSENE & TAR: Found on the corpse at the foot of the oil derrick

LETTER FROM DEBORAH MACGUINESS: Received after mailing all 30 dinosaur bone location coordinates as part of "A Test of Faith"

LETTER FROM LENNY'S FATHER: At camp

LETTER FROM MARY: Received during "We Loved Once and True – I" (Chapter 2)

LETTER FROM MISS MARJORIE: Received after "The Smell of the Grease Paint – II" if you watch the live performance of Miss Marjorie and her troupe, then speak to the ticket taker

LETTER FROM MR. PEARSON: Received after you visit Pearson in the Rhodes general store during or after the Epilogue

LETTER FROM MR. PEARSON: Obtained during "Further Questions of Female Suffrage"

LETTER FROM MS. HOBBS: Received if you complete the first four "hunting request" stages before the end of Chapter 6

LETTER FROM PENELOPE: Received after you complete "The Course of True Love – II"

LETTER FROM SCRUFFERS & CO. PUBLISHERS: Looted from rich, male Rhodes townsfolk

LETTER FROM SCRUFFERS & CO. PUBLISHERS: Looted from male Saint Denis townsfolk

LETTER FROM SCRUFFERS & CO. PUBLISHERS: Looted from rich, female Rhodes townsfolk

LETTER FROM ST. LUKE'S ACADEMY: Looted from workers at the Appleseed Timber Co event area

LETTER FROM THE MAYOR'S OFFICE: Received after completing "Idealism and Pragmatism – III"

LETTER FROM THEODORE LEVIN: Received after completing "The Noblest of Men, and a Woman – IV"

LETTER FROM TILLY: Received during the Epilogue after you meet Tilly

LETTER OF TERMINATION: Found at Compson's Stead during "The Iniquities of History – II"

LETTER TO ALFRED FROM ANNABEL: Looted from rich male Blackwater townsfolk

LETTER TO ALFRED FROM MATILDA: Looted from rich male Blackwater townsfolk

LETTER TO ANGELO BRONTE: Found on the desk from which you retrieve the ledger during "The Gilded Cage"

LETTER TO ANNETTE FROM CLAUDE: Found on the corpse outside the Robard Farm cabin, just north of Rhodes

LETTER TO ANTHONY FROM DAD: Looted from a male tourist in or around the Strawberry Welcome Center

LETTER TO BRONTE FROM THE MAYOR: Found on the desk during "The Gilded Cage"

LETTER TO BROTHER RODOLFO: Found on the corpse of the Jesuit missionary, on the east shore of the Sea of Coronado

LETTER TO BUBBA FROM JILLIAN: Looted from Valentine stable workers

LETTER TO CURTIS FROM M: Looted from the Valentine sheriff

LETTER TO EDMUND FROM MOTHER: Found in the basement of Lucky's Cabin during "American Dreams"

LETTER TO GARFIELD FROM MARTHA: Found on the corpse of a soldier tied to a tree at Bolger Glade

LETTER TO GLEN AND EDDIE FROM MOMMA: Found in a drawer inside the Clawson's Rest shack

LETTER TO HENRIETTA DOUGLAS: Found in the lock box inside the abandoned mail wagon, southwest of Fort Wallace

LETTER TO HERBERT FROM HERBERTA: Looted from the Armadillo general store owner

LETTER TO JACOB FROM FATHER: Looted from older male Blackwater townsfolk

LETTER TO JIM FROM MILDRED: Found on the doorstep of the Lenora View cabin, north of Strawberry

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LETTER TO JUDGE FINLEY: Found in the lock box inside the abandoned mail wagon, southwest of Fort Wallace

LETTER TO MANDY: Looted from male Blackwater townsfolk

LETTER TO MARGARET FROM ARNOLD: Looted from rich, female Rhodes townsfolk

LETTER TO MARTHA FROM GARFIELD: Found on the corpse inside Martha's Swain cabin

LETTER TO MARTIN FROM FATHER: Looted from soldiers at Fort Wallace

LETTER TO MAVIS FROM LARRY: Looted from the Tumbleweed general store owner

LETTER TO MICAH FROM AMOS: At camp

LETTER TO MIRIAM WEGNER: Found in the lock box inside the abandoned mail wagon, southwest of Fort Wallace

LETTER TO MOMMA: Looted from a man in Armadillo

LETTER TO MOTHER FROM MILES: Looted from older female Blackwater townsfolk

LETTER TO MR. COMPSON FROM COL. NIXON: Found at Compson's Stead during "The Iniquities of History – II"

LETTER TO NATE FROM MOMMA: Found in the Catfish Jacksons cabin

LETTER TO NIGEL FROM TOM: Looted from a special character called "Gavin's friend"

LETTER TO PA: Looted from any bank clerk

LETTER TO PA: Looted from a rally member during any "Rally" chance encounter

LETTER TO PROFESSOR SCHLIFFEN: Looted from a foreman – for example, the one at the Appleseed Timber Co event area

LETTER TO THE DOCTOR FROM DONAL: Looted from the Valentine doctor

LETTER TO THE EDITOR: Found in the basement of Lucky's Cabin during "American Dreams"

LETTER TO THE GOVERNOR: Loot item on the Wapiti official, Mr Pattison

LETTER TO THE SAINT DENIS TIMES TRIBUNE: Found in the lock box inside the abandoned mail wagon, southwest of Fort Wallace

LETTER TO TOM FROM COLM: Looted from the final O'Driscoll during "Mrs Sadie Adler, Widow – II"

LETTER TO UNCLE LEWIS FROM ELIJAH: Found on the corpse of a runaway slave, on the shore southwest of Shady Belle

LETTER TO WILLIAM ERRINGTON: Found in the lock box inside the abandoned mail wagon, southwest of Fort Wallace

LETTER TO ZHOU YI FROM ZHOU WEI: Found on the corpse of a traveler at an abandoned campsite surrounded by cactuses, east of Armadillo

LIST OF ACCOUNTS: Found in Bronte's Mansion

LIST OF DEBTORS 1-6: Given by Strauss during the "Money Lending and Other Sins" mission strand

LOST LETTER TO BONNIE: Looted from the corpse in the "Washed Ashore" chance encounter

MARY-BETH'S NOTEBOOK: At camp

MEETING NOTES: Looted from a rally member during any "Rally" chance encounter

MENDED MAP: Obtained by combining the two torn treasure maps

MICAH NEWSPAPER SCRAP: Found in Micah's camp after completing "An American Pastoral Scene"

MINE SHARE: In Trelawny's caravan during "Magicians for Sport"

MINING COMPANY LETTER TO CORNWALL: On the desk in Cornwall's private train carriage during "Who Is Leviticus Cornwall?"

MISSING PERSON POSTER: Found outside the Van Horn saloon and referred to in an ambient camp conversation.

MOLLY'S POEM: At camp

MURFREE BROOD PRISONER'S NOTE: Looted from the corpse of a victim of the Murfrees

MURFREE BROOD RANSOM NOTE: Looted from the corpse of a victim of the Murfrees

MYSTERIOUS SERMON: Found on the desk inside Hani's Bethel

NEW ENGLAND EXAMINER SCRAP: At camp

NEW HANOVER GAZETTE NO. 27-40: Purchased from a newspaper boy in Annesburg or Valentine

NEWSPAPER SCRAP: Found inside the Old Harry Fen shack

NIGHT FOLK VICTIM'S NOTE: Looted from the corpse of a victim of the Night Folk

NIGHT FOLK WAGERER'S NOTE: Looted from the corpse of a victim of the Night Folk

NOTE FROM JIM: Found on the doorstep of the Lenora View cabin, north of Strawberry

NOTE FROM RANCE: Found at Compson's Stead during "The Iniquities of History – II"

NOTE FROM ROBERT ELLIOT PATCHEN: Found underneath the Nevada hat, behind the waterfall at Granite Pass

NOTE FROM THE SCULPTOR: Found on the corpse of the sculptor who hung himself at the Face in Cliff site; shoot the rope to make the body fall

NOTE TO JEREMIAH FROM BILL: Found at Compson's Stead during "The Iniquities of History – II"

NOTE TO MA: Looted from self-appointed "law" thugs in Van Horn

NOTE TO MOTHER: Looted from older, rich female Saint Denis townsfolk

OIL COMPANY LETTER TO CORNWALL: On a table close to the door in Cornwall's private train carriage during "Who Is Leviticus Cornwall?"

OTIS MILLER AND THE ARABIAN PRINCE: Clawson's Rest, on a nightstand in the shack

OTIS MILLER AND THE BLACK-HEARTED LADY: Osman Grove, on a nightstand in the shack

OTIS MILLER AND THE BOY FROM NEW YORK: Pleasance, on a table in the abandoned schoolhouse

PENELOPE'S LETTER: Obtained during "The Course of True Love – II"

PHINEAS'S BUSINESS CARD: Given when you trigger "Smoking and Other Hobbies"

PIECED TOGETHER MAP: Obtained by completing the three "Murder Scene" chance encounters

POISON ARROW PAMPHLET: Found in a chest just outside the Mysterious Hill Home, northeast of Bacchus Station; also sold by fences from chapter 2 onward

POISON THROWING KNIFE PAMPHLET: Found beneath a floorboard in an oblong shack to the northeast of Saint Denis; also sold by fences after you complete "Pouring Forth Oil"

POTENT HERBIVORE BAIT PAMPHLET: Given at the beginning of Chapter 2

POTENT PREDATOR BAIT PAMPHLET: Given at the beginning of Chapter 2

PROPERTY DEED: Looted from the goons during the second stage of the Central Union Railroad Camp event area

RAMBLES THROUGH WOODS AND PLAINS: At camp

SAINT DENIS TIMES NO. 43-56: Purchased from a newspaper boy in Saint Denis or Rhodes

SECOND INVITATION FROM MAYOR LEMIEUX: Received after completing "Idealism and Pragmatism – I"

SECOND LETTER FROM MARY: Received during Chapter 4

SHOPPING LIST: Obtained during "Further Questions of Female Suffrage"

SLIM GRANT PHOTOGRAPH: Obtained during "The Noblest of Men, and a Woman – III"

SMALL GAME ARROW PAMPHLET: Given at the beginning of Chapter 2

SON'S DRAWING: Looted from the Rhodes gunsmith

SPECIAL BITTERS PAMPHLET: Found in a chest among the crates scattered across the ground just south of Owanjila Dam; also sold by fences from Chapter 2 onward

SPECIAL HEALTH CURE PAMPHLET: Found in a chest on the Face in Cliff's scaffolding, north of Moonstone Pond; reward for completing "No Good Deed"; also sold by fences after you complete "American Distillation"

SPECIAL HORSE MEDICINE PAMPHLET: Found in a chest in the southeast corner of Fort Brennand, to the southwest of Van Horn; also sold by fences after you complete "Pouring Forth Oil"

SPECIAL HORSE REVIVER PAMPHLET: Found inside a tree stump east of Mattock Pond, halfway up to Hill Haven Ranch; also sold by fences after you complete "American Distillation"

SPECIAL HORSE STIMULANT PAMPHLET: Found in a chest under the desk in the southernmost building of the burned down settlement, to the southwest of Horseshoe Overlook; also sold by fences after you complete "Pouring Forth Oil"

SPECIAL SNAKE OIL PAMPHLET: Found beneath a floorboard, in the small shack right by the train tracks, on the east side of Eris Field; also sold by fences after you complete "American Distillation"

SPECIAL TONIC PAMPHLET: Found in a chest by a bloodstained tent on the rocky plateau northwest of Mount Shann, close to the ridgeline; also sold by fences after you complete "A Short Walk in a Pretty Town"

SPLIT POINT PAMPHLET: Given at the beginning of Chapter 2

SUFFRAGETTE PAMPHLET: Given by Dorothea Wicklow, a special character in Saint Denis

TELEGRAM FROM SADIE: Received during "Motherhood"

TELEGRAM TO POLICE CHIEF LAMBERT: Found on the desk in Bronte's office

THE AMERICAN INFERNO: At camp

THE CASE OF THE DECEITFUL GERMAN: At camp

THE CASE OF THE SHREW IN THE FOG: On a coffee table inside a house northwest of Saint Denis

THE CASTLE ABOVE THE GLEN: At camp

THE CASTLE ABOVE THE MOOR: At camp

THE CASTLE IN THE FIELD OF LAVENDER: At camp

THE LADY OF THE MANOR: Given by Mary-Beth during the Epilogue

TORN TREASURE MAP 1 & 2: Found in a drawer inside the cabin of the hermit woman near the source of Little Creek River, and the hermit at Manito Glade, north of Annesburg

TRUE TALES OF FRANK HECK, NO. 102: Lake Don Julio, on a nightstand in the shack

UNFINISHED LETTER: Looted during a "Dead Bodies" chance encounter

VOLATILE DYNAMITE PAMPHLET: Found at Hani's Bethel, in a chest beneath a broken wagon just north of the small pond; also sold by fences after you complete "American Distillation"

VOLATILE FIRE BOTTLE PAMPHLET: Found in a chest at an abandoned campsite in the burned down forest, northwest of Horseshoe Overlook; also sold by fences after you complete "Pouring Forth Oil"

WATSON'S SCRAPBOOK PAGE: Found on the kitchen table during the final possible stage of the Watson's Cabin home robbery

WEDDING CERTIFICATE: Found in the loot box on a crashed wagon at the base of the Monto's Rest cliff, just northeast of Strawberry

WILD MAN'S JOURNAL: Follow the Wild Man from his chance encounter on three different occasions

WILD WEST HEROES, NO. 132: Downes Ranch, on a nightstand in the house

WOLVES PHOTOGRAPH: Received during "Arcadia for Amateurs – III"

YOUNG MARY & ARTHUR PHOTOGRAPH: Received at camp after "Visiting Hours"

ZOOLOGICAL COMPENDIUM: At camp

★ NEWSPAPERS ★

You can buy newspapers from the various newspaper sellers located in the main towns:

★ The **Blackwater Ledger** is sold in Blackwater and Strawberry

★ The **New Hanover Gazette** is sold in Annesburg and Valentine

★ The **Saint Denis Times** is sold in Saint Denis and Rhodes

New editions become available when you reach specific milestones in the storyline. Each paper features a number of articles, some of which discuss events that you are directly responsible for – such as robberies or other criminal activities. Certain articles will mention landmarks or characters that you may have yet to encounter, offering welcome hints on their existence and whereabouts.

NEWSPAPER AVAILABILITY

MILESTONE	EDITION	AVAILABILITY
#1	Blackwater Ledger No. 62 New Hanover Gazette No. 27 Saint Denis Times No. 43	Complete "Eastward Bound"
#2	Blackwater Ledger No. 63 New Hanover Gazette No. 28 Saint Denis Times No. 44	Complete "Pouring Forth Oil"
#3	Blackwater Ledger No. 64 New Hanover Gazette No. 29 Saint Denis Times No. 45	Complete "The Sheep and the Goats"
#4	Blackwater Ledger No. 65 New Hanover Gazette No. 30 Saint Denis Times No. 46	Complete "Magicians for Sport"
#5	Blackwater Ledger No. 66 New Hanover Gazette No. 31 Saint Denis Times No. 47	Complete "The Joys of Civilization"
#6	Blackwater Ledger No. 67 New Hanover Gazette No. 32 Saint Denis Times No. 48	Complete "Urban Pleasures"
#7	Blackwater Ledger No. 68 New Hanover Gazette No. 33 Saint Denis Times No. 49	Complete "Dear Uncle Tacitus"

MILESTONE	EDITION	AVAILABILITY
#8	Blackwater Ledger No. 69 New Hanover Gazette No. 34 Saint Denis Times No. 50	Complete "Visiting Hours"
#9	Blackwater Ledger No. 70 New Hanover Gazette No. 35 Saint Denis Times No. 51	Complete "The Bridge to Nowhere"
#10	Blackwater Ledger No. 71 New Hanover Gazette No. 36 Saint Denis Times No. 52	Complete "The King's Son"
#11	Blackwater Ledger No. 72 New Hanover Gazette No. 37 Saint Denis Times No. 53	Complete "The Wheel"
#12	Blackwater Ledger No. 73 New Hanover Gazette No. 38 Saint Denis Times No. 54	Complete "The Landowning Classes"
#13	Blackwater Ledger No. 74 New Hanover Gazette No. 39 Saint Denis Times No. 55	Complete "Uncle's Bad Day"
#14	Blackwater Ledger No. 75 New Hanover Gazette No. 40 Saint Denis Times No. 56	Complete "American Venom"

CRAFTING

Crafting is the process of creating an object by combining ingredients, or by supplying necessary materials to an appropriate party who will do the work for you.

You can craft items yourself, which is the topic of this section. Certain shops also offer specific crafting services: fences (see page 326), the trapper (see page 328), and Pearson (see page 143).

You have access to two crafting methods:

★ **Crafting Tools** enable you to create items on the go. Hold △/Y to rest, then press □/X. Alternatively, you can reach the same interface by selecting the crafting tools in the bottom slot of your item wheel. With this method, you can make both hunting items and improved ammunition or thrown weapons.

★ **Campfires** can be set up virtually anywhere in the world outside of towns. To set up camp, rest by holding △/Y then press the same button again, or select the camp option in the bottom slot of your item wheel. From campfires, you have access to additional recipes to create tonics, horse care items, and to cook.

Crafting often requires a recipe pamphlet. You will find details on the availability of each of these documents in the tables that follow.

As for the ingredients used in each recipe, sourcing them depends on what category they belong to:

★ **Animal parts** are obtained by hunting: see page 147 onward.

★ **Fish meat** is acquired by fishing (see page 163).

★ **Ammunition** can either be found (at abandoned campsites, for instance), collected from Arthur's wagon at camp, looted from bodies, or purchased from gunsmiths and general stores (see page 286).

★ **Provisions** are collected in the wilderness (see page 303), available for free as camp supplies (see page 143), or purchased from general stores (see page 324) and fences (see page 326).

CRAFTING TOOLS RECIPES

ICON	ITEM	RECIPE PAMPHLET	PAMPHLET AVAILABILITY	INGREDIENTS
	Predator Bait	-	-	Stringy Meat (x1); Blackberry, Evergreen Huckleberry, Raspberry or Wintergreen Berry (x1)
	Potent Herbivore Bait	Potent Herbivore Bait Pamphlet	Given at the beginning of Chapter 2	Vanilla Flower (x1); Violet Snowdrop (x1); Bay Bolete, Chanterelle, Parasol Mushroom, or Ram's Head (x1)
	Potent Predator Bait	Potent Predator Bait Pamphlet	Given at the beginning of Chapter 2	Gritty Fish Meat (x1); Blackberry, Evergreen Huckleberry, Raspberry, or Wintergreen Berry (x1)
	Dynamite Arrow	Dynamite Arrow Pamphlet	In a chest at the base of a small wooden bridge at the south end of the Wapiti Indian Reservation; also sold by fences after you complete "A Short Walk in a Pretty Town"	Arrow (x1); Dynamite (x1); Flight Feather (x1)
	Fire Arrow	Fire Arrow Pamphlet	Given at the beginning of Chapter 2	Arrow (x1); Animal Fat (x1); Flight Feather (x1)
	Improved Arrow	Improved Arrow Pamphlet	Given at the beginning of Chapter 2	Arrow (x1); Flight Feather (x1)
	Poison Arrow	Poison Arrow Pamphlet	In a chest just outside the Mysterious Hill Home, northeast of Bacchus Station; also sold by fences from Chapter 2 onward	Arrow (x1); Oleander Sage (x1); Flight Feather (x1)
	Small Game Arrow	Small Game Arrow Pamphlet	Given at the beginning of Chapter 2	Arrow (x1); Shotgun Shells - Regular (x1); Flight Feather (x1)
	Volatile Dynamite	Volatile Dynamite Pamphlet	At Hani's Bethel, in a chest beneath a broken wagon just north of the small pond; also sold by fences after you complete "American Distillation"	Dynamite (x1); Animal Fat (x1); Any High Velocity Cartridge (x1)
	Fire Bottle	Fire Bottle Pamphlet	Given at the beginning of Chapter 2	Gin, Guarma Rum, Kentucky Bourbon, or Fine Brandy (x1); Animal Fat (x1)
	Volatile Fire Bottle	Volatile Fire Bottle Pamphlet	In a chest in an abandoned campsite in the burned down forest, northwest of Horseshoe Overlook; also sold by fences after you complete "Pouring Forth Oil"	Moonshine (x1); Animal Fat (x1)
	Homing Tomahawk	Homing Tomahawk Pamphlet	In a chest inside Flattened Cabin, south of Moonstone Pond; also sold by fences from Chapter 2 onward	Tomahawk (x1); Owl Feather (x1)
	Improved Throwing Knife	Improved Throwing Knife Pamphlet	Given at the beginning of Chapter 2	Throwing Knife (x1); Eagle Feather or Hawk Feather (x2)
	Improved Tomahawk	Improved Tomahawk Pamphlet	Given at the beginning of Chapter 2	Tomahawk (x1); Eagle Feather or Hawk Feather (x1)
	Poison Throwing Knife	Poison Throwing Knife Pamphlet	Hidden beneath a floorboard in an oblong shack to the northeast of Saint Denis; also sold by fences after you complete "Pouring Forth Oil"	Throwing Knife (x1); Oleander Sage (x1)
	Split Point Cartridge	Split Point Pamphlet	Given at the beginning of Chapter 2	Hunting Knife; any Regular Cartridge (x1) (except shotgun)
	Explosive Cartridge	Express Explosive Pamphlet	Given at the beginning of Chapter 2	Any Express Cartridge (x1) (except shotgun); Animal Fat (x1)
	Incendiary Buckshot	Incendiary Buckshot Pamphlet	Hidden beneath a floorboard inside the dilapidated cabin at Copperhead Landing; also sold by fences after you complete "Pouring Forth Oil"	Shotgun Shell – Regular (x1); Moonshine (x1)
	Explosive Slug	Explosive Slug Pamphlet	In a chest right outside the burned down house of an alchemist, not far from the train tracks between Gaptooth Ridge and Cholla Springs; also sold by fences after you complete "A Short Walk in a Pretty Town"	Shotgun Shell – Slug (x1); Animal Fat (x1)

CAMPFIRE CRAFTING RECIPES

ICON	ITEM	RECIPE PAMPHLET	PAMPHLET AVAILABILITY	INGREDIENTS
	Potent Horse Medicine	-	-	Ginseng (x1); Common Bulrush (x1)
	Special Horse Medicine	Special Horse Medicine Pamphlet	In a chest in the southeast corner of Fort Brennand, to the southwest of Van Horn; also sold by fences after you complete "Pouring Forth Oil"	Ginseng (x2); Common Bulrush (x2); Wild Carrot (x2)
	Special Horse Reviver	Special Horse Reviver Pamphlet	Inside a tree stump east of Mattock Pond, halfway up to Hill Haven Ranch; also sold by fences after you complete "American Distillation"	Ginseng (x2); Wild Carrot (x2); Parasol Mushroom (x2)
	Potent Horse Stimulant	-	-	Sage (x1); Common Bulrush (x1)

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CAMPFIRE CRAFTING RECIPES (CONTINUED)

ICON	ITEM	RECIPE PAMPHLET	PAMPHLET AVAILABILITY	INGREDIENTS
	Special Horse Stimulant	Special Horse Stimulant Pamphlet	In a chest under the desk in the southernmost building of the burned down settlement, to the southwest of Horseshoe Overlook; also sold by fences after you complete "Pouring Forth Oil"	Sage (x2); Common Bulrush (x2); Wild Carrot (x2)
	Horse Ointment	Horse Ointment Pamphlet	Given at the beginning of Chapter 2	Sage (x1); Common Bulrush (x1); Yarrow (x1)
	Horse Meal	Horse Meal Pamphlet	Reward for completing Kieran's item request for burdock root during Chapter 3; also sold by fences after you complete "Pouring Forth Oil"	Currant (x3); Beets (x3); Hay (x3)
	Potent Health Cure	-	-	Ginseng (x1); Yarrow (x1)
	Special Health Cure	Special Health Cure Pamphlet	In a chest on the Face in Cliff's scaffolding, north of Moonstone Pond; reward for completing "No Good Deed"; also sold by fences after you complete "American Distillation"	Ginseng (x2); Yarrow (x2); English Mace or Milkweed (x2)
	Potent Bitters	-	-	Sage (x1); Burdock Root (x1)
	Special Bitters	Special Bitters Pamphlet	In a chest among the crates scattered across the ground just south of Owanjila Dam; also sold by fences from Chapter 2 onward	Sage (x2); Burdock Root (x2); Violet Snowdrop or Wild Feverfew (x2)
	Potent Snake Oil	-	-	Indian Tobacco (x1)
	Special Snake Oil	Special Snake Oil Pamphlet	Hidden beneath a floorboard, in the small shack right by the train tracks, on the east side of Eris Field; also sold by fences after you complete "American Distillation"	Indian Tobacco (x2); Currant or Prairie Poppy (x2)
	Potent Miracle Tonic	-	-	Indian Tobacco (x4); Ginseng (x4); Sage (x4)
	Special Miracle Tonic	Special Tonic Pamphlet	In a chest by a bloodstained tent on the rocky plateau northwest of Mount Shann, close to the ridgeline; also sold by fences after you complete "A Short Walk in a Pretty Town"	Currant (x6); Yarrow (x6); Burdock Root (x6)
	Cover Scent Lotion	Cover Scent Pamphlet	Given at the beginning of Chapter 2	Scent Gland (x1)

COOKING

The process of cooking is almost identical to that of crafting, though it always requires a campfire.

All recipes are available from the beginning of the adventure. With the exception of coffee, which is made from ground coffee, they all require meat – which is acquired primarily through hunting (see page 147).

The nature of the meat used determines the restorative properties of a meal – in other words, what percentage of your attribute cores will be replenished by eating it. For most meats, you can optionally add one – and only one – of three seasoning herbs to a recipe. These make dishes even more potent: creeping thyme, oregano and wild mint increase the recovery of the Dead Eye, stamina and health cores by 25% respectively.

You can study parameters for all possible cooked meals on page 307.

RECIPES

ICON	BASE INGREDIENT	YIELDED BY...	COOKED ON ITS OWN	WITH THYME	WITH OREGANO	WITH WILD MINT
	Stringy Meat	Armadillo, Badger, Bat, Beaver, Chipmunk, Coyote, Fox, Muskrat, Opossum, Raccoon, Rat, Skunk, Snake, Squirrel	Plain Stringy Meat	*Non-Seasonable*		
	Gritty Fish	Bluegill, Bullhead Catfish, Channel Catfish, Longnose Gar	Gritty Fish	*Non-Seasonable*		
	Herptile Meat	Frog, Gila Monster, Iguana, Toad, Turtle	Plain Herptile	*Non-Seasonable*		
	Gamey Bird	Waxwing, Cardinal, Blue Jay, Condor, Cormorant, Crow, Eagle, Egret, Hawk, Heron, Loon, Oriole, Owl, Pigeon, Quail, Raven, Booby, Robin, Spoonbill, Gull, Songbird, Sparrow, Vulture, Crane, Woodpecker	Plain Game Bird	*Non-Seasonable*		
	Game	Duck, Pheasant, Rabbit	Plain Game	Thyme Game	Oregano Game	Minty Game
	Gristly Mutton	Goat, Ram, Sheep	Plain Mutton	Thyme Mutton	Oregano Mutton	Minty Mutton
	Plump Bird	Chicken, Goose, Turkey, Rooster	Plain Plump Bird	Thyme Plump Bird	Oregano Plump Bird	Minty Plump Bird
	Crustacean	Crab	Plain Crustacean	Thyme Crustacean	Oregano Crustacean	Minty Crustacean
	Prime Beef Joint	Bison, Bull, Cow, Ox	Plain Prime Beef	Thyme Prime Beef	Oregano Prime Beef	Minty Prime Beef
	Mature Venison	Buck, Deer, Elk, Moose, Pronghorn	Plain Venison	Thyme Venison	Oregano Venison	Minty Venison
	Tender Pork Loin	Boar, Peccary, Pig	Plain Pork	Thyme Pork	Oregano Pork	Minty Pork
	Flaky Fish	Redfin Pickerel, Perch, Chain Pickerel, Rock Bass, Muskie, Lake Sturgeon, Northern Pike, Largemouth Bass, Smallmouth Bass	Plain Flaky Fish	Thyme Flaky Fish	Oregano Flaky Fish	Minty Flaky Fish
	Succulent Fish	Sockeye Salmon, Steelhead Trout	Plain Succulent Fish	Thyme Succulent Fish	Oregano Succulent Fish	Minty Succulent Fish
	Exotic Bird	Parakeet, Parrot, Pelican	Plain Exotic Bird	Thyme Exotic Bird	Oregano Exotic Bird	Minty Exotic Bird
	Big Game	Alligator, Bear, Cougar, Panther, Wolf	Plain Big Game	Thyme Big Game	Oregano Big Game	Minty Big Game

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SHOP LISTS & SHOP CRAFTING

In this section you will find a list of everything sold in stores, as well as the crafting opportunities these businesses offer. The only exception to this are gunsmiths, which are covered in the Weapons chapter (see page 286).

Note that prices shown in this section are base values. The actual price that you pay may be affected by discounts or premiums that reflect your current honor rank.

GENERAL STORES

ITEMS

General stores are the most common shops you will encounter throughout the world. Available in most towns, they offer a wide range of supplies.

ALL GENERAL STORES

ITEM	PRICE
AMMUNITION	
Arrows	$0.50
Pistol Cartridges – Regular	$1.00
Repeater Cartridges – Regular	$1.50
Revolver Cartridges – Regular	$1.00
Rifle Cartridges – Regular	$1.50
Rifle Cartridges – Varmint	$1.00
Shotgun Shells – Regular	$1.00
KIT	
Coffee Percolator	$7.50
Cover Scent Lotion	$1.25
Gun Oil	$1.50
Hair Pomade	$1.50
Hair Tonic	$3.75
Herbivore Bait	$2.25
Lake Lure*	$2.50
Live Crickets**	$0.50
Live Worms*	$0.50
Pocket Watch	$15.50
Predator Bait	$3.00
PROVISIONS	
Apple	$0.40
Assorted Biscuits	$2.00
Assorted Salted Offal	$1.35

ITEM	PRICE
PROVISIONS (CONTINUED)	
Baked Beans	$1.20
Bread Roll	$0.40
Candies	$3.00
Canned Apricots	$0.75
Canned Corned Beef	$1.75
Canned Kidney Beans	$1.50
Canned Peaches	$1.00
Canned Peas	$0.75
Canned Pineapples	$1.50
Canned Salmon	$2.00
Canned Strawberries	$1.20
Canned Sweetcorn	$1.00
Carrot	$0.50
Cheese Wedge	$1.90
Chocolate Bar	$2.00
Cigar	$1.50
Cigarettes	$3.50
Classic Oatcakes	$4.00
Corn	$0.40
Crackers	$1.00
Fine Brandy	$3.00
Gin	$2.10
Ground Coffee	$1.00

ITEM	PRICE
PROVISIONS (CONTINUED)	
Guarma Rum	$2.50
Kentucky Bourbon	$3.75
Mature Venison Meat	$5.50
Peach	$0.50
Pear	$0.65
Premium Cigarettes	$5.00
Prime Beef Joint	$5.50
Salted Beef	$1.50
Tender Pork Loin	$5.50
TONICS	
Bitters	$3.00
Chewing Tobacco	$6.00
Cocaine Gum	$5.00
Health Cure	$2.50
Horse Medicine	$1.50
Horse Reviver	$9.50
Horse Stimulant	$2.50
Miracle Tonic	$4.00
Potent Horse Medicine	$3.00
Potent Horse Stimulant	$4.00
Snake Oil	$3.50

* Available after you complete "A Fisher of Men" (Chapter 2)
** Available after you complete the companion activity where you go fishing with Javier in Chapter 2, or from the beginning of Chapter 4

STRAWBERRY ONLY

ITEM	PRICE	UNLOCK CONDITION
AMMUNITION		
Pistol Cartridges – Express	$1.50	-
Repeater Cartridges – Express	$2.00	-
Revolver Cartridges – Express	$1.50	-
Rifle Cartridges – Express	$2.00	-
Shotgun – Slug	$1.50	-
WEAPONS		
Double-Action Revolver	$65.00	Complete "A Strange Kindness" (Chapter 2)
Semi-Auto Shotgun	$225.00	Complete "A Fine Night of Debauchery" (Chapter 4)
Rolling Block Rifle	$187.00	Complete "The Sheep and the Goats" (Chapter 2)

STRAWBERRY & BLACKWATER ONLY

ITEM	PRICE	UNLOCK CONDITION
AMMUNITION		
Pistol Cartridges – High Velocity	$2.50	Complete "Eastward Bound" (Chapter 1)
Repeater Cartridges – High Velocity	$2.50	-
Revolver Cartridges – High Velocity	$2.00	-
Rifle Cartridges – High Velocity	$3.00	Complete "Eastward Bound" (Chapter 1)

BLACKWATER ONLY

ITEM	PRICE	UNLOCK CONDITION
WEAPONS		
Litchfield Repeater	$145.00	Complete "Goodbye, Dear Friend" (Chapter 6)
Schofield Revolver	$84.00	Complete "Blessed are the Meek?" (Chapter 2)
Pump-Action Shotgun	$148.00	Complete "Pouring Forth Oil" (Chapter 2)

CLOTHING

Most general stores also sell various clothes and assorted accessories, with the notable exception of those in Saint Denis and Blackwater.
For most items, you can choose among a number of textures to buy. These affect the color of the cloth, but may also change the type of fabric.

ALL GENERAL STORES (EXCEPT SAINT DENIS AND BLACKWATER)

ITEM	PRICE	TEXTURES
BOOTS		
Worn Roper Boots	$13.75	6
Riding Boots	$16.25	8
Sleeked Riding Boots	$14.75	6
Tornado Boots	$24.50	5
Sportsman's Boots	$21.00	4
Preacher's Boots	$27.75	5
Preacher's Pride Boots	$19.50	7
Workman's Boots	$14.00	8
Quickdraw Boots	$22.50	7
Deluxe Quickdraw Boots	$24.50	5
Plated Quickdraw Boots	$25.75	4
Relentless Boots	$26.25	6
Old West Boots	$20.25	3
Grinder Boots	$28.25	3
Cavalry Boots	$17.00	3
Classic Preacher's Boots	$20.75	4
English Preacher's Boots	$15.00	3
Classic Roper Boots	$16.00	1
Hunting Fowler Boots	$17.50	4
Deluxe Relentless Boots	$29.00	9
CHAPS		
Multi-Tone Half Chaps	$11.25	10
Tanned Half Chaps	$10.00	10
COATS		
Duster Coat	$12.50	14
Classic Tail Coat	$10.50	3
Classic Frock Coat	$18.50	6
Scout Jacket	$19.75	9
Worsted Coat	$14.75	10
Shotgun Coat	$21.00	6
Rambler Jacket	$16.50	9

ITEM	PRICE	TEXTURES
GLOVES		
Rifleman Gloves	$7.25	11
Riding Gloves	$9.50	7
Cavalry Gloves	$12.50	6
HATS		
Trilby Hat	$10.75	9
Panama Hat	$12.50	8
Stalker Hat	$14.50	9
Military Scout Hat	$11.00	10
Plantation Hat	$12.25	10
Big Valley Hat	$18.25	8
Worn Flat Cap	$5.50	9
Western Hat	$8.00	8
Worn Cavalry Hat	$9.00	10
Bulldogger Hat	$9.50	7
Paragon Town Hat	$19.75	10
High Crown Bowler Hat	$20.50	10
Big City Hat	$15.25	8
Cavalier Hat	$17.50	10
Rolled Derby Hat	$21.00	7
Estate Boss Hat	$18.00	5
Derby Hat	$21.50	10
Crusher Hat	$19.00	9
Worn Gambler's Hat	$13.00	7
PANTS		
Work Pants	$6.25	20
Jeans	$7.00	6
Padded Saddle Work Pants	$8.25	3
Saddle Work Pants	$7.75	14
Saddle Jeans	$7.50	9
Everyday Pants	$6.75	10
Cuffed Town Pants	$4.75	20

ITEM	PRICE	TEXTURES
PANTS (CONTINUED)		
Town Pants	$9.50	10
Fancy Pants	$10.00	8
Ranch Pants	$5.25	14
SHIRTS		
Everyday Shirt	$6.75	10
Collar Overshirt	$8.00	8
Everyday Overshirt	$8.75	8
French Dress Shirt	$10.75	8
Stand-Collar Overshirt	$8.50	8
Union Suit	$4.50	8
SPURS		
Gerden Spurs	$9.75	9
Gerden Rider Spurs	$15.50	7
Gerden Deluxe Spurs	$17.00	7
Kneller Spurs	$8.50	5
Kneller Rider Spurs	$9.25	8
Stenger Spurs	$11.25	5
Stenger Deluxe Spurs	$11.50	6
Western Rider Spurs	$7.50	9
Western Deluxe Spurs	$16.25	6
Vaquero Spurs	$18.25	9
SUSPENDERS		
Cotton Suspenders	$1.75	9
Leather Suspenders	$3.00	9
Fine Leather Suspenders	$5.00	11
Crossback Suspenders	$4.50	8
VESTS		
Paisley Vest	$13.00	10
Traditional Vest	$8.75	6
Parisian Vest	$12.25	10
Opulent Vest	$14.50	16
Classic Vest	$9.25	9

VALENTINE ONLY

OUTFITS	PRICE	AVAILABILITY
The Valentine	$113.25	Honor Rank 3
The Vaquero	$85.50	-
The Dewberry Creek	$115.50	Honor Rank 6
The Clairmont	$92.75	-

RHODES ONLY

ITEM	PRICE	TEXTURES	AVAILABILITY
BOOTS			
Wingtip Gaiters	$19.00	9	-
NECKTIES			
Puff Tie	$4.50	10	-
OUTFITS			
The Chevalier	$98.00	-	Honor Rank 3
The Heartlands	$86.50	-	-
The Gambler	$123.25	-	Honor Rank 6
The Earl	$92.25	-	-

VALENTINE & TUMBLEWEED ONLY

CHAPS	PRICE	TEXTURES
Shotgun Chaps	$13.25	5
Fringed Shotgun Chaps	$12.00	9

STRAWBERRY ONLY

OUTFITS	PRICE	AVAILABILITY
The Cumberland	$105.75	Honor Rank 3
The Millesani	$83.75	-
The Faulkton	$84.50	Honor Rank 6
The Dolton	$61.75	-

WALLACE STATION ONLY

OUTFITS	PRICE	AVAILABILITY
The Roscoe	$96.25	Honor Rank 3
The Estate Boss	$62.25	-
The Drover	$90.25	Honor Rank 6
The Calumet	$81.00	-

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CLOTHING (CONTINUED)

TUMBLEWEED ONLY

OUTFITS	PRICE	AVAILABILITY
The Cowpuncher	$107.75	Honor Rank 3
The Tumbleweed	$98.25	-
The Drifter	$88.75	Honor Rank 6
The Leatherman	$94.50	-

ARMADILLO ONLY

OUTFITS	PRICE	AVAILABILITY
The Bulldogger	$79.50	Honor Rank 3
The Ranch Hand	$65.75	-
The Scrapper	$71.50	Honor Rank 6
The Armadillo	$57.25	-

BUTCHERS

Butchers can be found in Valentine, Strawberry, Rhodes, Saint Denis, Blackwater and Tumbleweed. They sell animal cuts, which are used in many recipes. They will also buy the parts and carcasses you obtain while hunting. This can be a valuable source of income, particularly when you are selling low-quality parts acquired with relative ease on your travels. Animal parts in perfect condition are required for various crafting purposes, so be sure that you have exhausted all available opportunities with Pearson and the trapper before you sell such items.

BUTCHER PRODUCTS

ITEM	PRICE
Salted Beef	$1.50
Salted Venison	$1.90
Mature Venison Meat	$5.50
Prime Beef Joint	$5.50
Tender Pork Loin	$5.50

BARBERS

You can find barbers in Valentine, Saint Denis, and Blackwater. They can trim and style both your hair and facial hair.

BARBER SERVICES

SERVICE	PRICE	SERVICE	PRICE
Pomade	$1.00	CHIN STYLES	
TRIM		Double Fork Chin	$0.75
Hair	$1.00	Natural	$0.50
All Facial Hair	$0.50	FACIAL HAIR STYLES	
Chin	$0.25	Flying Fork	$0.50
Chops	$0.25	Apron	$1.00
Mustache	$0.25	French Fork	$1.00
HAIR STYLES		Forked Spartan	$1.25
Bald	$0.50	Dundreary	$1.25
Buzzed	$0.50	Spartan	$1.25
Left Parted	$0.75	Presidential	$1.50
Left Parted Fade	$1.25	Brigadier	$1.50
Middle Parted	$0.75	Verdi	$1.50
Middle Parted Fade	$1.25	The English	$0.50
Right Parted	$0.75	Picador	$1.50
Right Parted Fade	$1.25	Forked Dutchman	$1.50
Swept Back	$0.75	Maltese	$0.50
Swept Back Fade	$1.25	Burnside	$0.50
MUSTACHE STYLE		Soup-Savour	$0.75
Pencil Mustache	$0.50	Goatee	$0.75
Handlebar Mustache	$0.75	The Josiah	$0.75
Natural	$0.25	Leg O'Mutton	$0.75
SIDEBURNS STYLES		Pennant	$1.00
Dundreary Sideburns	$0.75	Clean Shaven	$0.25
Natural	$0.50	Extra Clean Shaven*	$0.50

* Only available after completing "A Fine Night of Debauchery" in Chapter 4.

FENCES

Fences offer their wares and will purchase your ill-gotten goods after you complete "The Spines of America" during Chapter 2. In addition to the stock list detailed in the accompanying table, there are also the following two special services.

★ The **wagon fence** at Emerald Ranch is unlocked along with the other fences. When you deliver a stolen coach, the barn will open its doors for it and you will receive a payment as a reward.

★ The **horse fence** just north of Clemens Point becomes available after you complete "Horse Flesh for Dinner" during Chapter 3. You can deliver illegally-sourced mounts here for cash payments.

FENCE SHOP LIST

ITEM	PRICE	UNLOCK CONDITION
WEAPONS		
Dynamite	$1.00	Complete "Who the Hell is Leviticus Cornwall?" (Chapter 1)
Hatchet	$4.25	Complete "Dear Uncle Tacitus" (Chapter 5)
Fire Bottle	$0.75	Complete "The Fine Joys of Tobacco" (Chapter 3)
Throwing Knife	$2.50	Complete "Paying a Social Call" (Chapter 2)
Tomahawk	$4.00	Complete "Americans at Rest" (Chapter 2)
DOCUMENTS		
Dynamite Arrow Pamphlet	$85.00	Complete "A Short Walk in Pretty Town" (Chapter 3)
Homing Tomahawk Pamphlet	$60.00	Complete "Eastward Bound" (Chapter 1)
Incendiary Buckshot Pamphlet	$80.00	Complete "Pouring Forth Oil" (Chapter 2)
Poison Arrow Pamphlet	$58.00	Complete "Eastward Bound" (Chapter 1)
Poison Throwing Knife Pamphlet	$58.00	Complete "Pouring Forth Oil" (Chapter 2)
Explosive Slug Pamphlet	$90.00	Complete "A Short Walk in Pretty Town" (Chapter 3)
Special Horse Medicine Pamphlet	$65.00	Complete "Pouring Forth Oil" (Chapter 2)
Special Horse Reviver Pamphlet	$65.00	Complete "American Distillation" (Chapter 3)
Special Horse Stimulant Pamphlet	$65.00	Complete "Pouring Forth Oil" (Chapter 2)
Special Health Cure Pamphlet	$68.50	Complete "American Distillation" (Chapter 3)
Special Bitters Pamphlet	$55.00	Complete "Eastward Bound" (Chapter 1)
Special Miracle Tonic Pamphlet	$68.50	Complete "A Short Walk in Pretty Town" (Chapter 3)

ITEM	PRICE	UNLOCK CONDITION
DOCUMENTS (CONTINUED)		
Special Snake Oil Pamphlet	$68.50	Complete "American Distillation" (Chapter 3)
Special Tonic Pamphlet	$68.50	Complete "A Short Walk in Pretty Town" (Chapter 3)
Horse Meal Pamphlet	$55.00	Complete "Pouring Forth Oil" (Chapter 2)
Volatile Dynamite Pamphlet	$78.00	Complete "American Distillation" (Chapter 3)
Volatile Fire Bottle Pamphlet	$76.00	Complete "Pouring Forth Oil" (Chapter 2)
Jack Hall Gang Map 1	$1.00	If you do not buy the treasure map from Maximo (see page 196)
High Stakes Treasure Map 1	$1.00	Experience the Treasure Hunter chance encounter three times without taking the map
KIT		
Herbivore Bait	$2.25	-
Lock Breaker	$25.00	-
Predator Bait	$3.00	-
Gun Oil	$1.50	-
Potent Snake Oil	$5.50	-
Snake Oil	$3.50	-
Alligator Tooth Talisman	$40.00	Crafting: Vintage Civil War Handcuffs, Gold Jointed Bracelet, Legendary Alligator Tooth
Bear Claw Talisman	$34.75	Crafting: Silver Chain Bracelet, Quartz Chunk, Legendary Bear Claw
Boar Tusk Talisman	$31.00	Crafting: Gold Earring, Cobalt Petrified Wood, Legendary Boar Tusk
Bison Horn Talisman	$38.50	Crafting: Abalone Shell Fragment, Silver Earring, Legendary Bison Horn
Raven Claw Talisman	$29.00	Crafting: Old Brass Compass

FENCE SHOP LIST (CONTINUED)

ITEM	PRICE	UNLOCK CONDITION
KIT (CONTINUED)		
Beaver Tooth Trinket	$18.25	Crafting: Legendary Beaver Tooth
Tatanka Bison Horn Trinket	$16.75	Crafting: Legendary Tatanka Bison Horn
Buck Antler Trinket	$22.00	Crafting: Legendary Buck Antler
Cougar Fang Trinket	$20.50	Crafting: Legendary Cougar Fang
Coyote Fang Trinket	$21.25	Crafting: Legendary Coyote Fang
Elk Antler Trinket	$22.75	Crafting: Legendary Elk Antler
Fox Claw Trinket	$23.50	Crafting: Legendary Fox Claw
Lion's Paw Trinket	$19.75	Crafting: Lion's Paw
Moose Antler Trinket	$19.00	Crafting: Legendary Moose Antler
Panther's Eye Trinket	$25.00	Crafting: Legendary Panther Eye
Pronghorn Antler Trinket	$24.50	Crafting: Legendary Pronghorn Antler
Ram Horn Trinket	$17.50	Crafting: Legendary Ram Horn
Wolf Heart Trinket	$16.00	Crafting: Legendary Wolf Heart
MASKS		
Executioner Hood	$4.75	-
Canvas Sack Hood	$3.00	-
Metal Skull Mask	$8.50	-

ITEM	PRICE	UNLOCK CONDITION
Psycho Mask	$10.00	-
PROVISIONS		
Baked Beans	$1.20	-
Canned Peas	$0.75	-
Moonshine	$2.25	-
SATCHELS		
Tonics Satchel	$20.00	Epilogue 1 onward
Ingredients Satchel	$26.50	Epilogue 1 onward
Kit Satchel	$15.00	Epilogue 1 onward
Provisions Satchel	$25.00	Epilogue 1 onward
Materials Satchel	$29.00	Epilogue 1 onward
Valuables Satchel	$22.00	Epilogue 1 onward
Legend of the East Satchel*	$150.00	Epilogue 1 onward
WEAPONS		
Cleaver	$8.00	Complete "Dear Uncle Tacitus" (Chapter 5)
Machete	$10.00	Complete "Dear Uncle Tacitus" (Chapter 5)

* Only available if you own all other satchels

STABLES

Stables offer a wide range of horse-related items and services. You can also stop at a stable to switch to a different mount when you own more than one, to rename them, or to retrieve a lost saddle or your main horse if it is far away.

STABLE ITEMS & SERVICES

ITEM	PRICE
PROVISIONS	
Apple	$0.40
Beets	$0.65
Carrot	$0.50
Celery	$0.25
Hay	$0.25
Peppermint	$0.35
Sugar Cube	$0.25
TONICS	
Horse Medicine	$1.50
Horse Reviver	$9.50
Horse Stimulant	$2.50
Potent Horse Medicine	$3.00
Potent Horse Stimulant	$4.00
SERVICES	
Horse Care Package	$5.00
Retrieving Horse	$0.00-10.00
SADDLES*	
Kneller Mother Hubbard (Stock)	$39.00
Kneller Mother Hubbard (Improved)	$65.00
Lumley Ranch Cutter (Stock)	$45.00
Lumley Ranch Cutter (Improved)	$75.00
Kneller Dakota (Stock)	$43.00
Kneller Dakota (Improved)	$72.00
Stenger Roping (Stock)	$47.00
Stenger Roping (Improved)	$78.00
Gerden Trail (Stock)	$48.00
Gerden Trail (Improved)	$80.00
Lumley McClelland (Stock)	$42.00
Lumley McClelland (Improved)	$70.00
Gerden Vaquero (Stock)	$51.00
Gerden Vaquero (Improved)	$85.00
HORN	
Maple 'Duck Bill' Horn	$8.25
Pine 'Dally' Horn	$7.50
Birch 'Dally' Horn	$10.00
Steel 'Dally' Horn	$12.25
Brass Eagle Horn	$18.75
Aspen 'Duck Bill' Horn	$9.00
Steel 'Duck Bill' Horn	$9.50
Steel 'Diablo' Horn	$14.25
Steel 'Diez Corona' Horn	$15.75
Aspen 'Thick Neck' Horn	$11.75
Birch 'Torquemada' Horn	$13.50
Redemption 'Sindewinder' Horn	$15.00
Maple 'Torquemada' Horn	$17.25
Birch 'Wide Belly' Horn	$9.75

ITEM	PRICE
BEDROLLS	
Wool	$5.50
BEDROLLS (CONTINUED)	
Padded Wool	$8.25
Canvas	$7.00
BLANKETS	
Cotorra	$14.00
Rio Bravo	$13.25
Bayou	$12.50
Cholla	$11.00
Manzanita	$11.75
Diablo	$10.50
Iron Cloud	$9.50
Roanoke	$10.00
Nekoti Rock	$8.75
Siltwater	$8.00
Millesani	$13.50
Owanjila	$11.25
SADDLEBAGS	
Standard	$12.00
Upgraded**	$40.00
MANE	
Braid 1-17	$4.00
Dreadlock 1-17	$3.50
Long 1-17	$3.00
Mohawk 1-17	$4.50
Regular 1-17	$2.75
Short 1-17	$2.50
STIRRUP***	
Belled Oxbow Stirrup	$22.50
Deep Roper Stirrup	$20.00
Slim-line Stirrup	$18.50
Fillies Stirrup	$10.00
Baroque Stirrup	$12.50
Oxbow Stirrup	$24.75
Slim-line Iron Stirrup	$14.00
Tapaderos Stirrup	$32.50
Safety Stirrup	$30.25
Hooded Stirrup	$36.00
Bell Stirrup	$28.50
TAIL	
Braid 1-17	$3.75
Dreadlock 1-17	$3.25
Long 1-17	$2.75
Regular 1-17	$2.50
Short 1-17	$2.25

DOCTORS

There are two doctors in the game world: one in Valentine and one in Saint Denis. All of the supplies they sell are unlocked from the start.

DOCTOR ITEMS

ITEM	PRICE
REMEDY	
Chewing Tobacco	$6.00
Cocaine Gum	$5.00
Horse Medicine	$1.50
Horse Reviver	$9.50
Horse Stimulant	$2.50
Health Cure	$2.50
Potent Horse Medicine	$3.00
Potent Horse Stimulant	$4.00
Potent Health Cure	$4.50

ITEM	PRICE
REMEDY (CONTINUED)	
Potent Bitters	$5.00
Potent Snake Oil	$5.50
Potent Miracle Tonic	$7.00
Bitters	$3.00
Snake Oil	$3.50
Miracle Tonic	$4.00
PROVISION	
Candies*	$3.00
Chocolate Bar*	$2.00

* Available on shelves, not in the catalogue; the chocolate bar is available in Saint Denis only

BAIT & TACKLE

The Bait and Tackle shop is a unique store found in Lagras, on the swamp's east shore. Its owner will sell you assorted consumables, as well as a large range of fishing gear.

BAIT AND TACKLE

ITEM	PRICE	UNLOCK CONDITION
PROVISIONS		
Crackers	$1.00	-
Classic Oatcakes	$4.00	-
TONICS		
Horse Medicine	$1.50	-
Horse Reviver	$9.50	-
Horse Stimulant	$2.50	-
Cocaine Gum	$5.00	-
Potent Horse Medicine	$3.00	-
Potent Horse Stimulant	$4.00	-
KIT		
Herbivore Bait	$2.25	-
Predator Bait	$3.00	-
Cover Scent Lotion	$1.25	-
Lake Lure	$2.50	Complete "A Fisher of Men" (Chapter 2)
River Lure	$2.50	Complete "A Fisher of Men" (Chapter 2)
Swamp Lure	$2.50	Complete "A Fisher of Men" (Chapter 2)
Live Crickets	$0.50	Complete the companion activity where you go fishing with Javier in Chapter 2, or from the beginning of Chapter 4
Live Worms	$0.50	Complete "A Fisher of Men" (Chapter 2)
Crayfish	$0.25	Complete "A Fisher of Men" (Chapter 2)
Special Lake Lure	$20.00	Trigger "A Fisher of Fish" (Stranger Mission)
Special River Lure	$20.00	Trigger "A Fisher of Fish" (Stranger Mission)
Special Swamp Lure	$20.00	Trigger "A Fisher of Fish" (Stranger Mission)

* Higher-quality saddles improve the horse's stamina and health core drain rate, as well as its stamina recovery rate. These bonuses can be checked in the pause menu (Player option).
** Upgraded saddlebags increase a horse's outfit, mask and hat storage capacity to five.
*** Higher-quality stirrups improve the horse's speed, acceleration, and stamina drain rate. These bonuses can be checked in the pause menu (Player option).

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TAILORS

There are two tailors in the game world: one in Saint Denis and another in Blackwater. These give you access to a vast selection of clothes, all available immediately. Tailors also enable you to choose pieces from your personal wardrobe, and to decide which outfits you store on your saddle.

TAILORS

ITEM	PRICE	TEXTURES
BOOTS		
Riding Boots	$16.25	8
Sleeked Riding Boots	$14.75	6
Tornado Boots	$24.50	5
Sportsman's Boots	$21.00	4
Button Low Shoes	$15.75	8
Preacher's Boots	$27.75	5
Wingtip Gaiters	$19.00	9
Preacher's Pride Boots	$19.50	7
Workman's Boots	$14.00	8
Quickdraw Boots	$22.50	7
Deluxe Quickdraw Boots	$24.50	5
Plated Quickdraw Boots	$25.75	4
Relentless Boots	$26.25	6
Old West Boots	$20.25	3
Grinder Boots	$28.25	3
Cavalry Boots	$17.00	3
Classic Preacher's Boots	$20.75	4
English Preacher's Boots	$15.00	3
Classic Roper Boots	$16.00	1
Hunting Fowler Boots	$17.50	4
Deluxe Relentless Boots	$29.00	9
COATS		
Duster Coat	$12.50	14
Classic Tail Coat	$10.50	3
Classic Frock Coat	$18.50	6
Scout Jacket	$19.75	9
Worsted Coat	$14.75	10
Shotgun Coat	$21.00	6
Rambler Jacket	$16.50	9
HATS		
Trilby Hat	$10.75	9
Panama Hat	$12.50	8

ITEM	PRICE	TEXTURES
HATS (CONTINUED)		
Stalker Hat	$14.50	9
Stovepipe Top Hat	$29.00	9
Lazy Stovepipe Top Hat	$13.75	10
Military Scout Hat	$11.00	10
Plantation Hat	$12.25	10
Big Valley Hat	$18.25	8
Worn Flat Cap	$5.50	9
Flat Cap	$7.25	10
Western Hat	$8.00	8
Bowler Hat	$16.00	10
Paragon Town Hat	$19.75	10
High Crown Bowler Hat	$20.50	10
Big City Hat	$15.25	8
Cavalier Hat	$17.50	10
Rolled Derby Hat	$21.00	7
Estate Boss Hat	$18.00	5
Derby Hat	$21.50	10
Crusher Hat	$19.00	9
PANTS		
Work Pants	$6.25	20
Jeans	$7.00	6
Padded Saddle Work Pants	$8.25	3
Saddle Work Pants	$7.75	14
Saddle Jeans	$7.50	9
Everyday Pants	$6.75	10
Cuffed Town Pants	$4.75	20
Town Pants	$9.50	10
Fancy Pants	$10.00	8
SHIRTS		
Everyday Shirt	$6.75	10
Collar Overshirt	$8.00	8
Everyday Overshirt	$8.75	8

ITEM	PRICE	TEXTURES
SHIRTS (CONTINUED)		
French Dress Shirt	$10.75	8
Stand-Collar Overshirt	$8.50	8
Union Suit	$4.50	8
ACCESSORIES		
Rifleman Gloves	$7.25	11
Riding Gloves	$9.50	7
Cavalry Gloves	$12.50	6
Puff Tie	$4.50	10
Dress Tie	$3.25	10
Multi-Tone Half Chaps	$11.25	10
Tanned Half Chaps	$10.00	10
Gerden Spurs	$9.75	9
Gerden Rider Spurs	$15.50	7
Gerden Deluxe Spurs	$17.00	7
Kneller Spurs	$8.50	5
Kneller Rider Spurs	$9.25	8
Stenger Spurs	$11.25	5
Stenger Deluxe Spurs	$11.50	6
Western Rider Spurs	$7.50	9
Western Deluxe Spurs	$16.25	6
Vaquero Spurs	$18.25	9
Cotton Suspenders	$1.75	9
Leather Suspenders	$3.00	9
Fine Leather Suspenders	$5.00	11
Crossback Suspenders	$4.50	8
VESTS		
Paisley Vest	$13.00	10
Traditional Vest	$8.75	6
Parisian Vest	$12.25	10
Opulent Vest	$14.50	16

SAINT DENIS ONLY

OUTFIT	PRICE	UNLOCK REQUIREMENT
The Corson	$105.75	Honor Rank 3
The Saint Denis	$98.75	-
The Deauville	$115.00	Honor Rank 6
The Bretagne	$110.00	-

BLACKWATER ONLY

OUTFIT	PRICE	UNLOCK REQUIREMENT
The McLaughlin	$104.25	Honor Rank 3
The Josiah	$94.25	-
The Farrier	$118.25	Honor Rank 6
The Donegal	$98.75	-

TRAPPER

The trapper is based in Saint Denis, but he also has four stalls in the wilderness (see the map on page 324). In addition to his shop inventory, he offers crafting services that enable you to obtain all sorts of special clothes. The process is simple: provide him the required animal parts, pay the associated price, and the trapper will craft the piece in question for you.

TRAPPER SHOP LIST

ITEM	PRICE	UNLOCK CONDITION
ITEMS		
Cover Scent Lotion	$1.25	-
Gun Oil	$1.50	-
Herbivore Bait	$2.25	-
Predator Bait	$3.00	-
Throwing Knife	$2.50	Complete "Paying a Social Call" (Chapter 2)
Tomahawk	$4.00	Complete "The First Shall Be Last" (Chapter 2)
BOOTS		
Legendary Moose Moccasins	$22.00	Crafting: Legendary Moose Pelt, Perfect Cow Hide
Moccasins	$17.00	Crafting: Perfect Buck Pelt
Two Toned Moccasins	$15.00	Crafting: Perfect Buck Pelt
Boar & Bull Fowler Boots	$31.00	Crafting: Perfect Ox Hide, Perfect Boar Pelt
Workman's Pride Boots	$28.00	Crafting: Perfect Cow Hide, Perfect Goat Hide
Legendary Elk Moccasins	$30.00	Crafting: Legendary Elk Pelt, Perfect Goat Hide
Legendary Bear Roper	$34.00	Crafting: Legendary Bear Pelt, Perfect Bull Hide
Legendary Fox Moccasins	$40.00	Crafting: Perfect Elk Pelt, Legendary Fox Pelt
Legendary Boar & Bison Fowlers	$37.00	Crafting: Legendary Boar Pelt, Legendary Tatanka Bison Pelt
Legendary Alligator Fowlers	$35.00	Crafting: Legendary Alligator Skin
Skunk Trapper Boots	$39.00	Crafting: Perfect Skunk Pelt x2
Bull Fowler Boots	$29.00	Crafting: Perfect Boar Pelt, Perfect Bull Hide
Javelina Moccasins	$33.00	Crafting: Perfect Collared, Peccary Pig Pelt x2
CHAPS		
Batwing Chaps	$12.00	Crafting: Perfect Deer Pelt
Elk Fringed Shotgun Chaps	$21.00	Crafting: Perfect Elk Pelt

ITEM	PRICE	UNLOCK CONDITION
CHAPS (CONTINUED)		
Moose Batwing Chaps	$10.00	Crafting: Perfect Moose Pelt
Boar Fringed Shotgun Chaps	$25.00	Crafting: Perfect Boar Pelt x2
Legendary Bison Batwing Chaps	$32.00	Crafting: Legendary Tatanka Bison Pelt
Sheep Batwing Chaps	$35.00	Crafting: Perfect Sheep Hide x2
Bear Batwing Chaps	$27.00	Crafting: Perfect Bear Pelt
Legendary Wolf Batwing Chaps	$34.00	Crafting: Legendary Wolf Pelt, Perfect Goat Hide
Bull Fringed Shotgun Chaps	$18.00	Crafting: Perfect Bull Hide
Ox Fringed Shotgun Chaps	$15.00	Crafting: Perfect Ox Hide
Legendary Ram Batwing Chaps	$33.00	Crafting: Legendary Ram Hide
Bear Fringed Shotgun Chaps	$38.00	Crafting: Perfect Black Bear Pelt
Legendary Elk Half Chaps	$16.00	Crafting: Legendary Elk Pelt, Perfect Sheep Hide
Moose Half Chaps	$10.00	Crafting: Perfect Moose Pelt
Pronghorn Half Chaps	$7.00	Crafting: Perfect Pronghorn Hide
Javelina Half Chaps	$18.00	Crafting: Perfect Collared Peccary Pig Pelt, Perfect Snake Skin
Muskrat Half Chaps	$5.00	Crafting: Perfect Muskrat Pelt x2
Deer Pelt Half Chaps	$9.00	Crafting: Perfect Deer Pelt
Legendary Coyote Half Chaps	$20.00	Crafting: Legendary Coyote Pelt, Perfect Fox Pelt x2
COATS		
Legendary Panther Cloak	$45.00	Crafting: Legendary Panther Pelt
Trapper's Cloak	$32.00	Crafting: Perfect Sheep Hide
Ram Shotgun Coat	$45.00	Crafting: Perfect Ram Hide x2

TRAPPER SHOP LIST (CONTINUED)

ITEM	PRICE	UNLOCK CONDITION
COATS (CONTINUED)		
Legendary Bear Coat	$28.00	Crafting: Legendary Bear Pelt, Perfect Bison Pelt
Wolf Coat	$25.00	Crafting: Perfect Ram Hide, Perfect Wolf Pelt
Legendary White Bison Coat	$29.00	Crafting: Legendary White Bison Pelt
Cougar Cutaway Coat	$39.00	Crafting: Perfect Cougar Pelt x2, Perfect Black Bear Pelt
Legendary Pronghorn Coat	$35.00	Crafting: Legendary Pronghorn Hide, Perfect Moose Pelt
Legendary Moose Hunting Jacket	$24.00	Crafting: Legendary Moose Pelt, Perfect Wolf Pelt
Beaver Hunting Jacket	$21.00	Crafting: Perfect Cow Hide, Perfect Beaver Pelt x2
Coyote Scout Jacket	$20.00	Crafting: Perfect Ox Hide, Perfect Coyote Pelt
GLOVES		
Buck Riding Gloves	$5.00	Crafting: Perfect Buck Pelt
Pigskin Rifleman Gloves	$8.00	Crafting: Perfect Pig Hide
Badger Rifleman Gloves	$10.00	Crafting: Perfect Badger Pelt
Elk Riding Gloves	$12.00	Crafting: Perfect Elk Pelt
Boar Riding Gloves	$15.00	Crafting: Perfect Boar Pelt, Perfect Rabbit Pelt x2
Legendary Elk Range Gloves	$13.00	Crafting: Legendary Elk Pelt
Legendary Buck & Fox Range Gloves	$28.00	Crafting: Legendary Buck Pelt, Legendary Fox Pelt
Legendary Beaver Cavalry Gloves	$18.00	Crafting: Legendary Beaver Pelt
Legendary Panther Range Gloves	$30.00	Crafting: Legendary Panther Pelt, Perfect Gila Monster Skin
Legendary Cougar Riding Gloves	$20.00	Crafting: Legendary Cougar Pelt, Perfect Boar Pelt
Iguana Range Gloves	$27.00	Crafting: Perfect Collared Peccary Pig Pelt, Perfect Iguana Skin x2
Legendary Pronghorn Range Gloves	$17.00	Crafting: Legendary Pronghorn Hide, Perfect Muskrat Pelt
Moose Range Gloves	$22.00	Crafting: Perfect Moose Pelt
Legendary Ram Rifleman Gloves	$12.00	Crafting: Legendary Ram Hide, Perfect Boar Pelt
Snake Skin Cavalry Gloves	$26.00	Crafting: Perfect Boar Pelt, Perfect Snake skin
Winter Cavalry Gloves	$25.00	Crafting: Perfect Rabbit Pelt, Perfect Muskrat Pelt x2
HATS		
Stalker Accessory	$13.00	Crafting: Loon Feather x2, Condor Feather, Raven Feather x3
Scavenger Accessory	$11.00	Crafting: Vulture Feather, Seagull Feather
Native Accessory	$10.00	Crafting: Pheasant Feather, Sparrow Feather x4, Robin Feather x3
Pilgrim Accessory	$11.00	Crafting: Turkey Feather, Cedar Waxwing Feather x2, Blue Jay Feather x3
Huntsman Accessory	$10.00	Crafting: Perfect Boar Pelt, Hawk Feather, Quail Feather x2
Pioneer Accessory	$11.00	Crafting: Turkey Feather x3, Duck Feather x3, Chicken Feather x3
Rococo Accessory	$15.00	Crafting: Crow Feather x2, Cardinal Feather x2
Glorious Accessory	$10.00	Crafting: Oriole Feather, Woodpecker Feather x4
Pursuer Accessory	$13.00	Crafting: Eagle Feather x2, Pigeon Feather x2
Majestic Accessory	$15.00	Crafting: Rooster Feather x4, Woodpecker Feather x2, Songbird Feather x2
Homestead Accessory	$10.00	Crafting: Chicken Feather, Goose Feather x2
Judicious Accessory	$10.00	Crafting: Pheasant Feather, Owl Feather
Plantation Slouch Hat	$15.00	Crafting: Perfect Bison Pelt
Raccoon Mountain Hat	$21.00	Crafting: Perfect Raccoon Pelt, Perfect Beaver Pelt, Hawk Feather x2
Coyote Gambler's Hat	$16.00	Crafting: Perfect Coyote Pelt x2
Grenadier Hat	$24.00	Crafting: Perfect Muskrat Pelt, Perfect Beaver Pelt
Legendary Bear Head Hat	$40.00	Crafting: Legendary Bear Pelt
Legendary White Bison Hat	$45.00	Crafting: Legendary White Bison Pelt
Elk Flop Hat	$12.00	Crafting: Perfect Elk Pelt
Goat Flop Hat	$12.00	Crafting: Perfect Pronghorn Hide, Perfect Goat Hide
Ram Sombrero	$10.00	Crafting: Perfect Ram Hide
Beaver Drifter Hat	$20.00	Crafting: Perfect Beaver Pelt x2
Legendary Alligator Gambler's Hat	$22.00	Crafting: Legendary Alligator Skin, Perfect Snake Skin x2
Legendary Coyote Mountain Hat	$23.00	Crafting: Legendary Coyote Pelt, Eagle Feather x2
Legendary Ram Hat	$17.00	Crafting: Legendary Ram Hide
Muskrat Cavalry Hat	$15.00	Crafting: Perfect Rabbit Pelt x4, Perfect Muskrat Pelt
Badger Mountain Hat	$26.00	Crafting: Perfect Badger Pelt
Beaver Mountain Hat	$28.00	Crafting: Perfect Beaver Pelt
Fox Mountain Hat	$30.00	Crafting: Perfect Fox Pelt
Skunk Mountain Hat	$23.00	Crafting: Perfect Skunk Pelt
Bear Grenadier Hat	$24.00	Crafting: Perfect Black Bear Pelt
Squirrel Flat Cap	$16.00	Crafting: Perfect Squirrel Pelt x6
Rat Flat Cap	$12.00	Crafting: Perfect Rat Pelt x10
Snake Bulldogger Hat	$23.00	Crafting: Perfect Sheep Hide, Perfect Snake skin
Iguana Big Valley Hat	$14.00	Crafting: Perfect Cow Hide, Perfect Iguana Skin
Gila Monster Gambler's Hat	$16.00	Crafting: Perfect Elk Pelt, Perfect Gila Monster Skin
Pronghorn Flop Hat	$12.00	Crafting: Perfect Pronghorn Hide, Perfect Opossum Pelt x4
Deer Cavalry Hat	$20.00	Crafting: Perfect Deer Pelt, Raven Feather x10
Bison Gambler's Hat	$18.00	Crafting: Perfect Bison Pelt, Robin Feather x4, Oriole Feather x4
Rat Infantry Hardee Hat	$17.00	Crafting: Perfect Goat Hide, Perfect Rat Pelt x6
Legendary Cougar Flop Hat	$19.00	Crafting: Legendary Cougar Pelt, Turkey Feather x2
Legendary Beaver Flop Hat	$22.00	Crafting: Legendary Beaver Pelt, Legendary Boar Pelt, Cardinal Feather

ITEM	PRICE	UNLOCK CONDITION
VESTS		
Outdoorsmen Vest	$22.00	Crafting: Perfect Pronghorn Hide
Principal Vest	$18.00	Crafting: Perfect Cow Hide, Perfect Deer Pelt
Sheepskin Vest	$20.00	Crafting: Perfect Sheep Hide x2
Rugged Wrangler Vest	$23.00	Crafting: Perfect Pig Hide
Wilderness Vest	$28.00	Crafting: Perfect Wolf Pelt, Perfect Panther Pelt
Country Vest	$25.00	Crafting: Perfect Buck Pelt, Perfect Beaver Pelt
Legendary Buck Vest	$26.00	Crafting: Legendary Buck Pelt, Perfect Ram Hide
Legendary Bison Vest	$30.00	Crafting: Legendary Tatanka Bison Pelt
Legendary Alligator Vest	$35.00	Crafting: Legendary Alligator Skin
No-Man's Vest	$27.00	Crafting: Perfect Panther Pelt, Perfect Goat Hide
Hinterland Vest	$21.00	Crafting: Perfect Ram Hide
Rustic Vest	$23.00	Crafting: Perfect Cougar Pelt
Huntsman Vest	$25.00	Crafting: Perfect Sheep Hide, Perfect Deer Pelt
Legendary Cougar/Wolf Vest	$42.00	Crafting: Legendary Cougar Pelt, Legendary Wolf Pelt
Billy Vest	$32.00	Crafting: Perfect Armadillo Skin x2, Perfect Goat Hide
GARMENTS		
The Rattler	-	Obtain all pieces that each outfit is made of to unlock it as a set, as shown in the shop's Garment menu
The Bear Hunter	-	
The Trophy Buck	-	
The Dreamcatcher	-	
The Beast of Prey	-	
The Huntsman	-	
The Death Roll	-	
The Stalker	-	
The Ghost Bison	-	
The Marauder	-	
The Bounty Hunter	-	
The Desperado	-	
The Drifter	-	
The Mountain Man	-	
The Night Wrangler	-	
The Bronco Buster	-	
SADDLES		
Rattlesnake Vaquero Saddle	$120.00	Crafting: Perfect Snake Skin x10
Cougar McClelland Saddle	$110.00	Crafting: Perfect Cougar Pelt
Boar Mother Hubbard Saddle	$90.00	Crafting: Perfect Boar Pelt
Alligator Ranch Cutter Saddle	$107.00	Crafting: Perfect Alligator Skin
Bear Dakota Saddle	$98.00	Crafting: Perfect Bear Pelt
Beaver Roping Saddle	$96.00	Crafting: Perfect Beaver Pelt
Panther Trail Saddle	$102.00	Crafting: Perfect Panther Pelt
EQUIPMENT		
Explorer Bandolier	$34.75	Explorer Challenge: Rank 3
Gambler Bandolier	$21.00	Gambler Challenge: Rank 3
Herbalist Bandolier	$30.25	Herbalist Challenge: Rank 10
Master Hunter Bandolier	$24.50	Master Hunter Challenge: Rank 3
Horseman Bandolier	$17.75	Horseman Challenge: Rank 7
Bandit Bandolier	$21.75	Bandit Challenge: Rank 1
Sharpshooter Bandolier	$20.00	Sharpshooter Challenge: Rank 1
Survivalist Bandolier	$27.25	Survivalist Challenge: Rank 7
Weapons Expert Bandolier	$17.00	Weapons Expert Challenge: Rank 10
Explorer Gun Belt	$31.25	Explorer Challenge: Rank 7
Gambler Gun Belt	$18.75	Gambler Challenge: Rank 7
Herbalist Gun Belt	$27.25	Herbalist Challenge: Rank 3
Master Hunter Gun Belt	$22.00	Master Hunter Challenge: Rank 7
Horseman Gun Belt	$16.00	Horseman Challenge: Rank 1
Bandit Gun Belt	$19.50	Bandit Challenge: Rank 10
Sharpshooter Gun Belt	$18.00	Sharpshooter Challenge: Rank 10
Survivalist Gun Belt	$24.50	Survivalist Challenge: Rank 1
Weapons Expert Gun Belt	$15.25	Weapons Expert Challenge: Rank 3
Explorer Holster	$25.25	Explorer Challenge: Rank 1
Gambler Holster	$15.25	Gambler Challenge: Rank 1
Herbalist Holster	$22.00	Herbalist Challenge: Rank 7
Master Hunter Holster	$18.00	Master Hunter Challenge: Rank 10
Horseman Holster	$13.00	Horseman Challenge: Rank 3
Bandit Holster	$16.00	Bandit Challenge: Rank 3
Sharpshooter Holster	$14.75	Sharpshooter Challenge: Rank 3
Survivalist Holster	$19.75	Survivalist Challenge: Rank 10
Weapons Expert Holster	$12.25	Weapons Expert Challenge: Rank 1
Explorer Off-Hand Holster	$25.25	Explorer Challenge: Rank 10
Gambler Off-Hand Holster	$15.25	Gambler Challenge: Rank 10
Herbalist Off-Hand Holster	$22.00	Herbalist Challenge: Rank 1
Master Hunter Off-Hand Holster	$18.00	Master Hunter Challenge: Rank 1
Horseman Off-Hand Holster	$13.00	Horseman Challenge: Rank 10
Bandit Off-Hand Holster	$16.00	Bandit Challenge: Rank 7
Sharpshooter Off-Hand Holster	$14.75	Sharpshooter Challenge: Rank 7
Survivalist Off-Hand Holster	$19.75	Survivalist Challenge: Rank 3
Weapons Expert Off-Hand Holster	$12.25	Weapons Expert Challenge: Rank 7

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EXTRAS

This chapter is home to a variety of trials, trivia and titillation not covered elsewhere, including secrets, Achievements and Trophies, and advice on working towards Total Completion.

SPOILER WARNING!

Even though the following pages do not feature careless plot revelations, some of the topics discussed are linked to important story events. If you are sensitive to spoilers, we strongly suggest that you first reach the game's Epilogue – and, better still, complete it – before reading any further.

TROPHIES & ACHIEVEMENTS

Red Dead Redemption 2's collection of Trophies and Achievements offers a rich blend of story and gameplay milestones.

MAIN STORY ACCOLADES

NAME	TROPHY	G	UNLOCK CONDITION
Back in the Mud	Bronze	20	Complete Chapter 1.
Just a Scratch	Bronze	10	Complete "Enter, Pursued by a Memory" (Chapter 1).
To Greener Pastures	Bronze	20	Complete Chapter 2.
Settling Feuds	Bronze	20	Complete Chapter 3.
Washed Ashore	Bronze	20	Complete Chapter 4.
No Traitors	Bronze	20	Complete Chapter 5.
Third Time Lucky	Bronze	10	Complete "Goodbye, Dear Friend" (Chapter 6).
Redemption	Silver	30	Complete "Red Dead Redemption" (Chapter 6).
Cowboy Builder	Bronze	10	Complete "A New Jerusalem" (Epilogue 2).
Endless Summer	Gold	20	Complete Epilogue 2.
Lending a Hand	Silver	30	Complete all optional honor missions: • "We Loved Once and True – I to III" • "Good, Honest, Snake Oil" • "The Course of True Love – I to V" • "Money Lending and Other Sins – I to VII" • "Help a Brother Out" • "Brothers and Sisters, One and All" • "Fatherhood and Other Dreams" – I & II • "Do Not Seek Absolution – I & II" • "Archeology for Beginners" • "Honor, Amongst Thieves" • "Mrs Sadie Adler, Widow – I & II" All of these are covered in our Missions chapter.
Gold Rush	Silver	50	Earn 70 gold medals in story missions. You will find guidance on securing gold medals in our dedicated chapter (see page 30).

OPTIONAL ACTIVITY ACCOLADES

NAME	TROPHY	G	UNLOCK CONDITION
Best in the West	Gold	100	Attain 100% completion. We detail all necessary requirements on page 336.
Western Stranger	Bronze	30	Complete 10 stranger mission strands (see page 186 for walkthroughs).
Artificial Intelligence	Bronze	10	Discover the fate of Marko Dragic. See our walkthrough for "A Bright Bouncing Boy" on page 188.
Friends With Benefits	Bronze	20	Complete a companion activity at the Horseshoe Overlook, Clemens Point and Shady Belle camps. You can find an overview of these activities on page 146.
Hobby Horse	Bronze	10	Play all table games: see page 220.
It's Art	Bronze	10	Find a permanent home for the squirrel statue (see box-out on the right-hand page) after finishing the "A Better World, A New Friend" mission – see page 212 for guidance.
Breaking and Entering	Bronze	20	Recover the stash from four homesteads. We cover all home robberies on page 180.
Collector's Item	Silver	20	This involves completing any one of the missions that require you to gather special collectibles, such as cigarette cards, exotics, dinosaur bones, or rock carvings. We cover all of these in the section that begins on page 199.
Errand Boy	Bronze	10	Complete five item requests for fellow gang members. Find out more about these activities on page 145. This accolade is time-sensitive: most item requests are available from Chapter 2 to Chapter 4.

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EXPLORATION & SPECIAL FEAT ACCOLADES

NAME	TROPHY	G	UNLOCK CONDITION
Take From the Rich	Bronze	10	Rob or loot $250. You should accomplish this naturally as you explore the world and advance the main storyline.
Give to the Poor	Bronze	10	Donate $250 to the gang's tithing box, which is available next to the ledger at camp. Must be completed prior to "Banking, the Old American Art" in Chapter 4.
Pony Up	Bronze	10	Spend $5,000 across all shops. This should happen naturally as you progress through the game.
Extreme Personality	Bronze	10	Reach maximum or minimum honor level (rank 8 or rank -8, respectively). This can only be achieved after "Paradise Mercifully Departed" (Chapter 5). We detail all actions that affect your honor on page 170. Note that Chapter 6 has a 1.5x multiplier for honor gains and losses, so is a good time to work towards this accomplishment if you need to make meaningful progress.
Bountiful	Bronze	20	Survive three days holding a bounty of $250 in all states. This includes the state of New Austin, only available from Epilogue 1 onward. You should find it easier to achieve this by staying out of towns and away from well-traveled roads. Turn to page 174 for a complete presentation of the wanted and bounty systems.
Paying Respects	Bronze	20	Find the graves of each of your fallen companions. See page 346 for help, but be wary of spoilers if you have yet to complete the game's Epilogue.
Self Sufficient	Bronze	10	Craft any 30 unique items. We cover crafting in our Items chapter on page 320.
Skin Deep	Bronze	30	Skin every species of animal. A full list of animals, along with their habitats, is available on page 149.
Zoologist	Bronze	20	Study every animal across all states. Use our master list of animals and their habitats on page 149. You can study an animal by holding R1 / RB either while in close proximity or through a scope or binoculars.
It Was THIS Big!	Bronze	20	Catch a fish weighing at least 16lbs. Consult our coverage of fish varieties and fishing spots on page 163.
Locked and Loaded	Bronze	10	Upgrade each available component for a single sidearm or longarm weapon. You will find a complete guide to weapon customization on page 288.
Grin and Bear it	Bronze	10	Survive 18 bear attacks and kill the bear each time. To find these beasts, refer to our habitat maps on page 150. This requires you to be grappled by the animal and shoot it during the struggle. For optimal results, make sure you have a powerful weapon equipped (ideally with specialized ammunition) before each struggle begins.
Trusty Steed	Bronze	10	Reach bonding level 4 with a horse. We cover this topic on page 140.
Legend of the West	Platinum	-	*PS4 Only:* Obtain all other Trophies.

IT'S ART

Obtaining the "It's Art" accolade requires you to complete a secret minigame, which is unlocked at Beecher's Hope once you meet the following two conditions:

- **Complete Epilogue 2**
- **Receive the statue from Ms Hobbs at the end of "A Better World, A New Friend" (see page 212)**

At that point you can proudly display the statue on a shelf above the living room's mantelpiece. Someone else, however, will be rather less impressed with your taste in decoration. On a subsequent visit to the house, you may find the statue has been moved. Your goal is then to retrieve it and return it to its rightful place as many times as it will take for others to appreciate art...

TOTAL COMPLETION

You can find out where you stand in your progress towards 100% completion in the Progress section of the pause menu. The following table offers a breakdown of all requirements, along with page references that will help you to find the guidance you might need for each accomplishment.

REQUIREMENTS	PAGE
MISSIONS AND EVENTS	
Complete the 107 missions required to finish the main story	30
Complete 10 stranger mission strands	186
Complete five bounty hunter missions	184
Have 25 chance encounters	223
Survive a gang ambush	218
Clear out all gang hideouts	218
COLLECTABLES	
Find one point of interest	338
Find the nine graves of your fallen companions	346
Collect a complete set of cigarette cards	199
Complete "A Test of Faith"	208
Complete "A Fisher of Fish"	164
Complete "Duchesses and Other Animals"	206
Complete "Geology for Beginners"	210
Complete "A Better World, A New Friend"	212
Complete a treasure hunt chain	196
Find all 20 dreamcatchers	212
COMPENDIUM	
Discover 50 animals by studying them	146
Discover 10 equipment items	314

REQUIREMENTS	PAGE
COMPENDIUM (CONTINUED)	
Discover 10 fish species	163
Discover all gangs	218
Discover 10 horse breeds	136
Discover 20 plant species	302
Discover 48 weapons	292
PLAYER	
Reach maximum health, stamina and Dead Eye	167
Achieve level 4 bonding with your horse	140
Complete all challenges	172
MISCELLANEOUS	
Discover 5 shacks	338
Kill 5 legendary animals	162
Play each table game once	220
Interact with 5 special characters	228
Take a bath (available in hotels)	166
See a show – for example, in the pavilion near Valentine's stable	-
See a live performance at the Théâtre Râleur in Saint Denis	-
Craft one recipe from six different category types (a cooked meal, a tonic, an ammunition type, a hunting item, a horse care item, and a throwable weapon)	320
Complete a home robbery, a shop robbery, a coach robbery, and a train robbery	178

COMPENDIUM

You can access the compendium from the Progress section of the pause menu. This is a very handy tool that tracks what you have discovered in the world so far. The following lists detail all entries in each category, with page references that link to relevant sections of this guide.

COMPENDIUM

ANIMALS (SEE PAGE 146)				
American Alligator	North American Beaver	Hereford Bull	Java Rooster	Neotropic Cormorant
American Alligator (small)	Blue Jay	American Bullfrog	Leghorn Chicken	Florida Cracker Cow
Nine-Banded Armadillo	Wild Boar	Northern Cardinal	Leghorn Rooster	California Valley Coyote
American Badger	Whitetail Buck	American Domestic Cat	Greater Prairie Chicken	Cuban Land Crab
Little Brown Bat	Whitetail Deer	Cedar Waxwing	Western Chipmunk	Red Swamp Crayfish
American Black Bear	American Bison	Dominique Chicken	Californian Condor	Whooping Crane
Grizzly Bear	Angus Bull	Dominique Rooster	Cougar	Sandhill Crane
	Devon Bull	Java Chicken	Double-crested Cormorant	American Crow

COMPENDIUM (CONTINUED)

ANIMALS (CONTINUED)
American Fox Hound
Australian Shepherd
Bloodhound
Bluetick Coonhound
Border Collie
Catahoula Cur
Chesapeake Bay Retriever
Siberian Husky
Labrador Retriever
Poodle
Mutt
Rufus
Standard Donkey
Mallard Duck
Pekin Duck
Bald Eagle
Golden Eagle
Reddish Egret
Little Egret
Snowy Egret
Rocky Mountain Bull Elk
Rocky Mountain Cow Elk
American Red Fox
American Gray Fox
Silver Fox
Banded Gila Monster
Alpine Goat
Canada Goose
Ferruginous Hawk
Red-tailed Hawk
Rough-legged Hawk
Great Blue Heron
Tricolored Heron
Desert Iguana
Green Iguana
Collared Peccary
Common Loon
Pacific Loon
Yellow-billed Loon
Western Bull Moose
Western Moose
Mule
American Muskrat
Baltimore Oriole
Hooded Oriole
Californian Horned Owl
Coastal Horned Owl
Great Horned Owl
Angus Ox
Devon Ox
Panther
Florida Panther
Carolina Parakeet
Blue and Yellow Macaw
Great Green Macaw
Scarlet Macaw
American White Pelican
Brown Pelican
Ring-necked Pheasant
Chinese Ring-necked Pheasant
Berkshire Pig
Big China Pig
Old Spot Pig
Band-tailed Pigeon
Rock Pigeon
Virginia Opossum
American Pronghorn Buck
American Pronghorn Doe
Sonoran Pronghorn Buck
Sonoran Pronghorn Doe
Baja California Pronghorn Buck
Baja California Pronghorn Doe
California Quail
Sierra Nevada Bighorn Ram
Sierra Nevada Bighorn Sheep
Desert Bighorn Ram
Desert Bighorn Sheep
Rocky Mountain Bighorn Ram
Rocky Mountain Bighorn Sheep
Black-tailed Jackrabbit
North American Raccoon
Black Rat
Brown Rat
Western Raven
Red-footed Booby
American Robin
Roseate Spoonbill
Herring Gull
Laughing Gull
Ring-billed Gull
Merino Sheep
Striped Skunk
Red Boa Snake
Rainbow Boa Snake
Sunglow Boa Snake
Diamondback Rattlesnake
Fer-de-Lance Snake
Black-tailed Rattlesnake
Timber Rattlesnake
Northern Copperhead Snake
Southern Copperhead Snake
Midland Water Snake
Cottonmouth Snake
Northern Water Snake
Scarlet Tanager Songbird
Western Tanager Songbird
Eurasian Tree Sparrow
American Tree Sparrow
Golden Crowned Sparrow
American Red Squirrel
Western Gray Squirrel
Black Squirrel
Western Toad
Sonoran Desert Toad
Eastern Wild Turkey
Rio Grande Wild Turkey
Alligator Snapping Turtle
Eastern Turkey Vulture
Western Turkey Vulture
Gray Wolf
Timber Wolf
Red-bellied Woodpecker
Pileated Woodpecker
Legendary Bull Gator
Legendary Bharati Grizzly Bear
Legendary Beaver
Legendary White Bison
Legendary Tatanka Bison
Legendary Boar
Legendary Buck
Legendary Cougar
Legendary Coyote
Legendary Fox
Legendary Elk
Legendary Moose
Legendary Giaguaro Panther
Legendary Pronghorn
Legendary Bighorn Ram
Legendary Wolf
EQUIPMENT (SEE PAGE 314)
Lasso
Binoculars
Fishing Rod
Electric Lantern
Old Lantern
Camera
Upgraded Bandolier
Upgraded Gun Belt
Upgraded Holster
Upgraded Off-Hand Holster
Ingredients Satchel
Materials Satchel
Valuables Satchel
Tonics Satchel
Legend of the East Satchel
Kit Satchel
Provisions Satchel
Alligator Tooth Talisman
Boar Tusk Talisman
Bison Horn Talisman
Bear Claw Talisman
Tatanka Bison Horn Trinket
Beaver Tooth Trinket
Buck Antler Trinket
Cougar Fang Trinket
Coyote Fang Trinket
Elk Antler Trinket
Fox Claw Trinket
Moose Antler Trinket
Owl Feather Trinket
Pronghorn Horn Trinket
Ram Horn Trinket
Eagle Talon Talisman*
Raven Claw Talisman
Iguana Scale Trinket*
Wolf Heart Trinket
Lion's Paw Trinket
Panther's Eye Trinket
Bandit Bandolier
Bandit Gun Belt
Bandit Holster
Bandit Off-Hand Holster
Explorer Bandolier
Explorer Gun Belt
Explorer Holster
Explorer Off-Hand Holster
Gambler Bandolier
Gambler Gun Belt
Gambler Holster
Gambler Off-Hand Holster
Herbalist Bandolier
Herbalist Gun Belt
Herbalist Holster
Herbalist Off-Hand Holster
Horseman Bandolier
Horseman Gun Belt
Horseman Holster
Horseman Off-Hand Holster
Master Hunter Bandolier
Master Hunter Gun Belt
Master Hunter Holster
Master Hunter Off-Hand Holster
Sharpshooter Bandolier
Sharpshooter Gun Belt
Sharpshooter Holster
Sharpshooter Off-Hand Holster
Survivalist Bandolier
Survivalist Gun Belt
Survivalist Holster
Survivalist Off-Hand Holster
Weapons Expert Bandolier
Weapons Expert Gun Belt
Weapons Expert Holster
Weapons Expert Off-Hand Holster
FISH (SEE PAGE 163)
Bluegill
Chain Pickerel
Redfin Pickerel
Rock Bass
Smallmouth Bass
Bullhead Catfish
Perch
Lake Sturgeon
Largemouth Bass
Steelhead Trout
Channel Catfish
Longnose Gar
Muskie
Northern Pike
Sockeye Salmon
Legendary Bluegill
Legendary Chain Pickerel
Legendary Bullhead Catfish
Legendary Redfin Pickerel
Legendary Rock Bass
Legendary Smallmouth Bass
Legendary Perch
Legendary Lake Sturgeon
Legendary Largemouth Bass
Legendary Steelhead Trout
Legendary Channel Catfish
Legendary Longnose Gar
Legendary Muskie
Legendary Northern Pike
Legendary Sockeye Salmon
GANGS (SEE PAGE 218)
Lemoyne Raiders
O'Driscoll Boys
The Murfree Brood
The Skinner Brothers
The Laramie Gang
Del Lobos
PLANTS (SEE PAGE 302)
Alaskan Ginseng
American Ginseng
Bay Bolete
Blackberry
Blackcurrant
Burdock Root
Chanterelles
Common Bulrush
Creeping Thyme
Desert Sage
English Mace
Evergreen Huckleberry
Golden Currant
Hummingbird Sage
Indian Tobacco
Milkweed
Oleander Sage
Oregano
Parasol Mushroom
Prairie Poppy
Ram's Head
Red Raspberry
Red Sage
Vanilla Flower
Violet Snowdrops
Wild Carrot
Wild Feverfew
Wild Mint
Wintergreen Berry
Yarrow
Acuna's Star Orchid
Cigar Orchid
Clamshell Orchid
Dragon's Mouth Orchid
Ghost Orchid
Lady of the Night Orchid
Lady Slipper Orchid
Moccasin Flower Orchid
Night Scented Orchid
Queen's Orchid
Rat Tail Orchid
Sparrow's Egg Orchid
Spider Orchid
HORSES (SEE PAGE 136)
American Paint
American Standardbred
Andalusian
Appaloosa
Arabian
Ardennes
Belgian Draft Horse
Dutch Warmblood
Hungarian Halfbred
Kentucky Saddler
Missouri Fox Trotter
Morgan
Mustang
Nokota
Shire
Suffolk Punch
Tennessee Walker
Thoroughbred
Turkoman
WEAPONS (SEE PAGE 292)
Cattleman Revolver
Granger's Revolver
Flaco's Revolver
John's Cattleman Revolver
Double-Action Revolver
Algernon's Revolver
Micah's Revolver
Schofield Revolver
Calloway's Revolver
Otis Miller's Revolver
Volcanic Pistol
Semi-Automatic Pistol
Mauser Pistol
Midnight's Pistol
Carbine Repeater
Lancaster Repeater
Litchfield Repeater
Varmint Rifle
Springfield Rifle
Bolt Action Rifle
Rolling Block Rifle
Rare Rolling Block Rifle
Carcano Rifle
Sawed-Off Shotgun
Double-Barreled Shotgun
Rare Shotgun
Pump-Action Shotgun
Semi-Auto Shotgun
Repeating Shotgun
Bow
Unarmed
Fire Bottle
Volatile Fire Bottle
Dynamite
Volatile Dynamite
Throwing Knife
Improved Throwing Knife
Poison Throwing Knife
Tomahawk
Improved Tomahawk
Homing Tomahawk
Ancient Tomahawk
Cleaver
Machete
Broken Pirate Sword
Hunting Knife
John's Knife
Antler Knife
Civil War Knife
Jawbone Knife
Wide-Blade Knife
Ornate Dagger
Hatchet
Hewing Hatchet
Stone Hatchet
Viking Hatchet
Hunter Hatchet
Rusted Hunter Hatchet
Double Bit Hatchet
Rusted Double Bit Hatchet

* Available for owners of the Special/Ultimate Edition of the game only

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COMPENDIUM (CONTINUED)

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Famous Gunslingers	
	No. 1 Frank Heck
	No. 2 Otis Miller Boys
	No. 3 Jack Hall Gang
	No. 4 Butcher Brothers
	No. 5 Flaco Hernández
	No. 6 Slim Grant
	No. 7 Landon Ricketts
	No. 8 Black Belle
	No. 9 Billy Midnight
	No. 10 Emmet Granger
	No. 11 Jim 'Boy' Calloway
	No. 12 Bart Love
Artists	
	No. 1 Edith Corinne
	No. 2 Elsie Rose
	No. 3 W. G. Hoyt
	No. 4 Aldous Bramley
	No. 5 Preston T. Stephenson
	No. 6 Evelyn Miller
	No. 7 Slick Hutton
	No. 8 Laurence Carson
	No. 9 Miss Maud Delancey
	No. 10 Charles Châtenay
	No. 11 George Dixie
	No. 12 Richard McCullough
Vistas of America	
	No. 1 New York
	No. 2 Saint Denis
	No. 3 Blackwater
	No. 4 Armadillo
	No. 5 Rio Bravo
	No. 6 The Grizzlies
	No. 7 San Francisco
	No. 8 Tall Trees
	No. 9 Valentine
	No. 10 Chicago
	No. 11 Rhodes
	No. 12 Annesburg
Gems of Beauty	
	No. 1 Leila Stetson
	No. 2 Isabelle Barlow
	No. 3 Hattie Langtry
	No. 4 Isabelle Standish
	No. 5 Maud Engel
	No. 6 Sadie Russell
	No. 7 Geraldine Emerson
	No. 8 Agnès Guyon
	No. 9 Jennie Willetts
	No. 10 Ilga Ulmer
	No. 11 Fay Delaro
	No. 12 Pauline Henderson

Flora of America	
	No. 1 Golden Currant
	No. 2 Hummingbird Sage
	No. 3 Oleander Sage
	No. 4 Yarrow
	No. 5 Indian Tobacco
	No. 6 Black Mangrove
	No. 7 Longleaf Pine
	No. 8 Desert Fan Palm
	No. 9 Coastal Redwood
	No. 10 Horse Crippler Cactus
	No. 11 Blazing Star
	No. 12 Carolina Lupine
Stars of the Stage	
	No. 1 Laurence Dunn
	No. 2 Louis Durand
	No. 3 Jesse Raymond
	No. 4 Augusta Tremlow
	No. 5 Mabel Potter
	No. 6 Robin Koninsky
	No. 7 Isadore Reid
	No. 8 Irene Grubb
	No. 9 Nettie Palmer
	No. 10 Jim Cobb
	No. 11 Mittie Cornstock
	No. 12 Robert Elliot Patchen
Fauna of America	
	No. 1 Black Widow Spider
	No. 2 Bloodhound
	No. 3 Bluejay
	No. 4 Catfish
	No. 5 Coral Snake
	No. 6 Grouper
	No. 7 Large Mouth Bass
	No. 8 Panther
	No. 9 Parrot
	No. 10 Pheasant
	No. 11 Snapping Turtle
	No. 12 Turkey
Marvels of Travel	
	No. 1 Packet Ship
	No. 2 Schooner
	No. 3 Camel Caravan
	No. 4 Elephant Carriage
	No. 5 Goat Carriage
	No. 6 Hot Air Balloon
	No. 7 U.S. Frigate
	No. 8 The Showboat
	No. 9 Balener Whaling Vessel
	No. 10 Stagecoach
	No. 11 Steam Locomotive
	No. 12 Velocipede

World Champions	
	No. 1 Greco Roman Wrestler – Percy Wood
	No. 2 Billiards – Edwin A. Rowe
	No. 3 Pugilist – Theobaud Getzin
	No. 4 Oarsman – H. T. Slocum
	No. 5 Cyclist – R. S. Harradon
	No. 6 Walker – E. D. Ewing
	No. 7 Lawn Tennis – Patsey Hill
	No. 8 Weightlifter – William Sleicher
	No. 9 Pigeon Shooting – Edwin Singerly
	No. 10 Skater – Felix Hawley
	No. 11 Hammer Thrower – Capt. Jack Page
	No. 12 Club Swinger – Axel McCormack
Amazing Inventions	
	No. 1 Steam Locomotive – 1814, George Stephenson
	No. 2 Camera – 1814, Joseph Nicephore Niepce
	No. 3 Electrical Execution Apparatus – 1888, H.P. Brown, A. Kennelly
	No. 4 Typewriter – 1829, W. A. Burt
	No. 5 Revolver – 1836, Daniel Buck
	No. 6 Telegraph – 1837, Samuel Morse
	No. 7 Manned Glider – 1893, Charles Kinnear
	No. 8 Dynamite – 1866, Alfred Nobel
	No. 9 Cylinder Phonograph – 1877, Thomas Edison
	No. 10 Player Piano – 1829, Edward Leveaux
	No. 11 Electric Light Bulb – 1878, Thomas Edison
	No. 12 Fountain Pen – 1884, Lewis Waterman
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	No. 1 American Paint
	No. 2 Appaloosa
	No. 3 Andalusian
	No. 4 American Standardbred
	No. 5 Nokota
	No. 6 Ardennes
	No. 7 Dutch Warmblood
	No. 8 Turkoman
	No. 9 Hungarian Halfbred
	No. 10 Mustang
	No. 11 Thoroughbred
	No. 12 Missouri Fox Trotter
Americans	
	No. 1 President Fisher
	No. 2 President Hardin
	No. 3 Lillian Powell
	No. 4 Leviticus Cornwall
	No. 5 J. D. McKnight
	No. 6 Luther Covington
	No. 7 Harvey Griggs
	No. 8 Henrietta Beatrice Woods
	No. 9 General Quincy Harris
	No. 10 General Cornelius Palmer
	No. 11 Senator Thaddeus Waxman
	No. 12 President Alfred Macalister

CHECKLISTS

If you need to keep track of what missions and activities you have yet to complete, the following checklists will help, pointing you directly to the relevant sections of this guide with page references.

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* Available for owners of the Special/Ultimate Edition of the game only

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POINTS OF INTEREST & SHACKS

Points of Interest: There are 46 "sketchable" sites and structures that you can discover throughout the world. When you are within sufficient proximity to these locations, an onscreen prompt will invite you to hold Ⓐ/Ⓨ to inspect them. This triggers a short scene where your character draws a sketch of the landmark in question in his journal, sometimes with accompanying notes. You need to find at least one of these points of interest to meet the corresponding Total Completion requirement.

Shacks: Similarly, multiple shacks and cabins can be found throughout the wilderness. These may initially seem like unremarkable lodgings, yet each one hides some form of strange secret or story that you can explore. For instance, if you visit the Robard Farm cabin, you might wonder why a man and a woman lie dead inside – but a glance through the window will reveal the body of another woman, which you can investigate to find a letter shedding light on this mystery. These structures also tend to contain all sorts of interesting items to collect, including valuables, cigarette cards, and special tonics, so they are generally well worth the trip. You need to discover at least five of the shacks and cabins listed here to fulfill the related Total Completion requirement.

ATLAS	MEANING
201	Abandoned Church
202	Oil Derrick
203	Abandoned Trading Post
204	Barrel Rider
205	Native Burial
206	Circus Wagons
207	Bolger Glade
208	Crashed Airship
209	Defaced Grave
210	Donkey Lady
211	Face in Cliff
212	Faces in Trees
213	Flying Machine
214	Fossilized Man
215	Manmade Mutant
216	Frozen Settler | The morion helmet can be collected from the corpse
217	Giant Remains

ATLAS	MEANING
218	Grays' Secret
219	Withered Arm
220	Hermit Woman
221	Hidden Tunnel
222	Jesuit Missionary
223	Mammoth
224	Meditating Monk
225	Meteorite
226	Obelisk
227	Old World Scripts
228	Tiny Church
229	Pagan Ritual | You can retrieve the Ram Skull Mask from the corpse
230	Phonograph
231	Serpent Mound
232	Sperm Whale Bones
233	Old Tomb | Two valuable items can be collected here: the Viking Hatchet (by the altar) and the Ancient Viking Comb (behind skulls that you can shoot)

ATLAS	MEANING
234	Strange Statues | Inside a cave accessible from the west, via a crevice in the granite
235	Strange Statues (Cave Painting) | Under a rock overhang
236	Trading Post
237	Trail Trees (I)
238	Trail Trees (II)
239	Trail Trees (III)
240	Trail Trees (IV)
241	Wickiup
242	Mysterious Hill Home
243	Warped Tree
244	Whale Bones
245	Braithwaites' Secret
246	Brush Fire
247	Meteor House
248	Register Rock
249	Pleasance

POINT OF INTEREST & SHACK LOCATIONS

ICON	MEANING
*1	Dormin Crest Shack
*2	Fairwale Shanty
*3	Snowfield Shack
*4	Dodd's Bluff Cabin
*5	Clawson's Rest Shack
*6	Martha's Swain Cabin
*7	Hani's Bethel

ICON	MEANING
*8	Vetter's Echo Cabin
*9	Shepherd's Rise Cabin | Unlocked during the Epilogue
*10	Ridge View Cabin | Unlocked during the Epilogue
*11	Osman Grove Cabin
*12	Lenora View Cabin
*13	Old Trail Rise Shack
*14	Robard Farm

ICON	MEANING
*15	Bayall Edge Shack
*16	Bear Claw Shack
*17	Argil Rise Cabin | Unlocked during the Epilogue
*18	Crawdad Willies Shack
*19	Old Harry Fen Shack

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UNIQUE COLLECTIBLES

The items documented here are unique, and can only be found in the positions annotated on the map. This includes multiple weapons that count towards a related Total Completion requirement.

ATLAS	NAME	NOTES
601	Ancient Tomahawk	Sticking out of a broken target on the east side of Calumet Ravine
602	Pig Mask	Hanging from one of the wooden pillars of the slaughterhouse structure
603	Double Bit Hatchet	In a tree stump just north of a lone chimney
604	Hewing Hatchet	In a tree stump on the south shore of Moonstone Pond
605	Hunter Hatchet	In a tree stump just north of the shack
606	Rusted Double Bit Hatchet	In a tree stump in Annesburg, a short walk to the north of the coal mining facility
607	Rusted Hunter Hatchet	In a tree stump just west of the shack
608	Black Sheep	Near the railroad just north of Heartland Overflow; carries a gold wedding ring
609	Cat Skull Mask	At the back of a partly-collapsed shack
610	Civil War Hat	In the old fort's basement
611	Civil War Knife	On a crate in the old fort's basement
612	Meteorite	Inside the meteor house
613	Tricorn Hat	Inside the shipwreck on Flat Iron Lake's largest island
614	Ram Skull Mask	Hanging from one of the wooden pillars of the abandoned pergola
615	Nevada Hat	Behind the waterfall at Granite Pass
616	Torn Treasure Map	Inside the hermit's shack, in a drawer
617	Torn Treasure Map	Inside the Manito Glade cabin, in a side table drawer
618	Ottis Miller's Treasure	Inside a small cave (only accessible from Epilogue 1 onward)
619	Viking Helmet	Inside the old tomb
621	Otis Miller and the Black-Hearted Lady	Osman Grove, on a nightstand in the shack
622	Otis Miller and the Arabian Prince	Clawson's Rest, on a nightstand in the shack
623	Otis Miller and the Boy from New York	Pleasance, on a table in the abandoned schoolhouse
624	Wild West Heroes, No.132	Downes Ranch, on a nightstand in the house
625	True Tales of Frank Heck, No.102	Lake Don Julio, on a nightstand in the shack
626	Wide-Blade Knife	On a dead body deep in the Beryl's Dream mine; press the plunger at the entrance to blow up the rocks in the way
627	Antler Knife	Found on a dead bear
628	Broken Pirate Sword	Found in a wrecked boat
629	Stone Hatchet	Available only if you have completed the related bounty hunter missions in *GTA Online*
630	Abalone Shell Fragment	Inside an old house just a few steps to the north of the sheriff's station in Rhodes

UNIQUE COLLECTIBLES LOCATIONS

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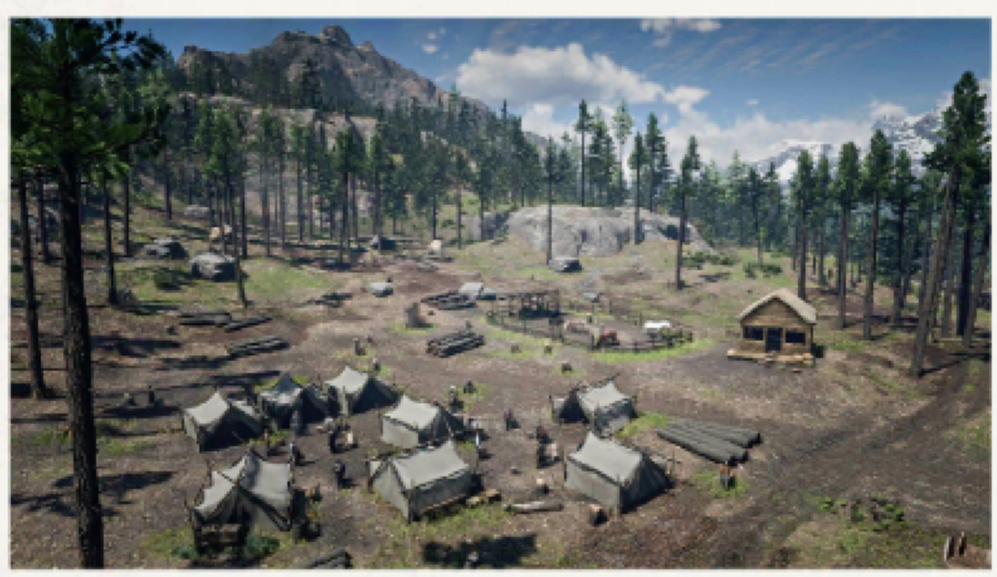
OTIS MILLER'S TREASURE

The two torn treasure maps (found in the Hermit Woman and Hermit shacks) point to a secret treasure chest that you can reach from Epilogue 1 onward. It is hidden in Rattlesnake Hollow, a small cave in the north of Cholla Springs. Head straight west from Twin Rocks and you will find it close to the State border. Among other prizes, the chest contains Otis Miller's Revolver: a rare sidearm that will prove to be a fine addition to your weapon collection.

EVENT AREAS

Event areas are locations that change over time. Each area has several stages of development, which you can witness by visiting at semi-regular intervals as you progress through the main storyline. In most cases, you are invited to intervene in a specific way to facilitate the location's advance to its next step. If you refuse to lend a hand, or antagonize your primary contact at each location in any way, you might prevent any further progression – so respectful, non-threatening behavior is advisable. All event areas enter their final stage when you reach Epilogue 1, regardless of how many advancements you have previously triggered.

APPLESEED TIMBER CO.



A timber company located northeast of Strawberry is in the process of clearing a forest.

STAGE 1: Initially, this site features a crew of lumberjacks chopping down trees with axes, or sawing logs. You can find a few minor collectibles in the tents, though their occupants will not take kindly to theft. If you speak to the foreman at the part-built cabin, he will ask you to sell him goods – particularly food and medicine. Doing so will help advance the development of this event area to the next stage.

STAGE 2: The cabin where you originally encountered the foreman is now complete, the horse pen is finished, and the surrounding forest has fewer trees. There will be an accident during your visit. Run to the blipped location, hold △/Y, then repeatedly tap ✕/A to lift the tree under which the victim's leg is stuck. This will reward you with an honor bonus. Once the others return to work, you can speak to the victim again and give him some money to receive an additional honor boost.

STAGE 3: This time you will find the foreman arguing with lumberjacks, who refuse to return to work due to a local pack of wolves that has already claimed two lives. Speak to the foreman and agree to take care of the problem. Head to the highlighted zone, to the south of the site, and activate Eagle Eye to reveal a trail. This leads you to the bodies of the two victims, where a few wolves will attack. Deal with them however you please, though you should note that Dead Eye can prove really effective against such swift targets. Once all animals are down, return to the foreman to receive your reward.

STAGE 4: If you reach this stage before the end of Chapter 6, you will

see that the entire area is now clear of trees and the worker's camp has been dismantled.

STAGE 5 (EPILOGUE 1): A final visit during or after the Epilogue will show that almost every trace of the worker's camp has gone, with nature having reclaimed the last vestiges of its existence.

CASTOR'S RIDGE

This event area features a cabin being built by a father and his two sons, just southwest of Valentine.

STAGE 1: At first only the foundations have been built, with tents to the side where you can appropriate various items if you wish. If you start a conversation with the father, he will be angered when the sons accidentally drop one of the wall frames.

STAGE 2: On a subsequent visit you will find that the construction has advanced but, of far more immediate import, that the family is engaged in a firefight with a gang demanding payment of "protection" money. Eliminate the thugs to receive honor and to ensure that the event area can move on to the next stage.

STAGE 3: The cabin is now looking almost complete, but a word with the father will reveal that he is running low on funds. He will ask you if you can lend him $100. Agreeing to the loan is required to move on to the next step – and will actually prove to be a sound investment.

STAGE 4: This time the house is entirely finished. The father lets you know that he has sold it to farmers moving up from the south, which means he has the money to pay you back… with interest. He will give you $150, making this an effortlessly profitable transaction.

STAGE 5 (EPILOGUE 1): The cabin now has occupants and a vegetable garden.

CENTRAL UNION RAILROAD CAMP

Located halfway between Emerald Station and Van Horn, this event area is home to a group of workers laying down fresh tracks for a new railroad, with a senior foreman doing his best to keep them at work.

STAGE 1: With the workers hard at work during the day, you can visit the tents to loot a few collectibles – though you should do your best to do so out of sight. Speak to the senior foreman, Percy Whitsickle, outside his tent; agree to help him. After the cutscene, locate the junior foreman at the northwest end of the highlighted zone. Follow him from a safe distance until he reaches a large tree. When you see him place his hands inside a hole in the tree, confront him. Retrieve the money from the hiding place, then return it to Percy to complete the event. If you also take back the hogtied junior foreman, a special conversation is triggered.

STAGE 2: The camp has moved north, almost level with the Elysian Pool. Speak to Percy to learn that Leviticus Cornwall has bought a plot of land nearby, effectively blocking the construction work. After offering to lend a hand, head to the marker to the north where three goons await. At the end of the cutscene, hold R2/RT lightly when prompted to fill up your meter, then press fully to trigger a Dead Eye moment: this will provide ample time to adjust a clean headshot on the leader, and thereby scare off the other two miscreants. Pick up the property deed dropped by your victim or loot it from his body, then return to the camp and give the document to Percy.

STAGE 3: The camp has moved northwest, with the railroad almost connected to the tracks northeast of Emerald Station. Percy invites you to help yourself to leftover supplies. Head to the tent at the southeast end of the camp and pick up any provisions that take your interest.

STAGE 4 (EPILOGUE 1): The railroad section is now complete, and the entire crew and camp are gone.

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THE POISONOUS TRAIL TREASURE HUNT

THE POISONOUS TRAIL MAP 1

Availability: Chapter 2 onward.
Walkthrough: This is a secret treasure map – there is not a single clue in the game world pointing to it. It has been designed to be found by persevering (or remarkably lucky!) players who leave no stone unturned. To put you on the right track, we can tell you that it is hidden on the outskirts of Cairn Lake, just southeast of Colter.

THE POISONOUS TRAIL MAP 2

Availability: Complete this mission's previous step.
Walkthrough: Open your satchel and study The Poisonous Trail Map 1. If you have been there before, you might recognize a location in Scarlett Meadows just west of Ringneck Creek, with a large rocky outcrop in the shape of a human face. Run to the back of the hill to find the next map in a hidden hollow at the base of a tree trunk.

THE POISONOUS TRAIL MAP 3

Availability: Complete this mission's previous step.
Walkthrough: The location shown on the second map should be very obvious if you have visited the site in question before. Head to Serpent Mound, a point of interest just southwest of Van Horn. Inspect the hole inside the snake's "head" to retrieve it.

THE POISONOUS TRAIL TREASURE – STEP 1

Availability: Complete this mission's previous step.
Walkthrough: To lay your hands on this treasure, head to Elysian Pool, to the northwest of Van Horn. Walk through the waterfall to reveal a hidden cave.

THE POISONOUS TRAIL TREASURE – STEP 2

Walkthrough: Equip your lantern as you advance deeper into the cave, which soon becomes very dark. As soon as you leave the narrow corridor, go down the steep path on your right.

THE POISONOUS TRAIL TREASURE – STEP 3

Walkthrough: At the bottom of the slope, you will soon notice a low and narrow tunnel in the wall. Crouch-walk through it and you will end up in front of a fork: take a right (the left path is the one you will use on your way back). Loot the small abandoned campsite on the way if you wish (on your right), then keep walking until you reach a larger chamber.

THE POISONOUS TRAIL TREASURE – STEP 4

Walkthrough: As you enter the chamber, turn left and observe your surroundings. Your goal is to sprint and jump from your current position to the platform below – as shown on this picture. Measure your approach and take a good run-up to avoid falling into the depths. Once you have landed safely, go down the slope on the other side.

THE POISONOUS TRAIL TREASURE – STEP 5

Walkthrough: From the shallow pool at the bottom of the slope, look to your left. Climb up into the small alcove, where you will find the treasure – four gold bars – hidden behind rocks.

THE POISONOUS TRAIL TREASURE – STEP 6

Walkthrough: When you're ready to head back, retrace your steps up the slope. Climb on the narrow ledge on your right, then up to the passage above, which will take you back to the fork that you encountered earlier. Crouch-walk through the little tunnel and you are then just steps away from the exit.

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SECRETS

SPOILER WARNING!

This section covers certain secrets that are related to the main storyline. We *strongly* recommend that you do not read its contents until you reach the game's Epilogue.

Red Dead Redemption 2 features countless potential discoveries that lie far from the beaten path. From remote landmarks to abandoned campsites, corpses washed ashore to derailed trains, the uncharted areas of the world map have many tales to tell.

GRAVES

As you progress through the main storyline, some of your companions and associates will meet untimely ends. Their graves are scattered around the world. Finding all nine of these, a requirement to meet Total Completion and unlock a Trophy/Achievement, can be accomplished during Epilogue 1 at the earliest.

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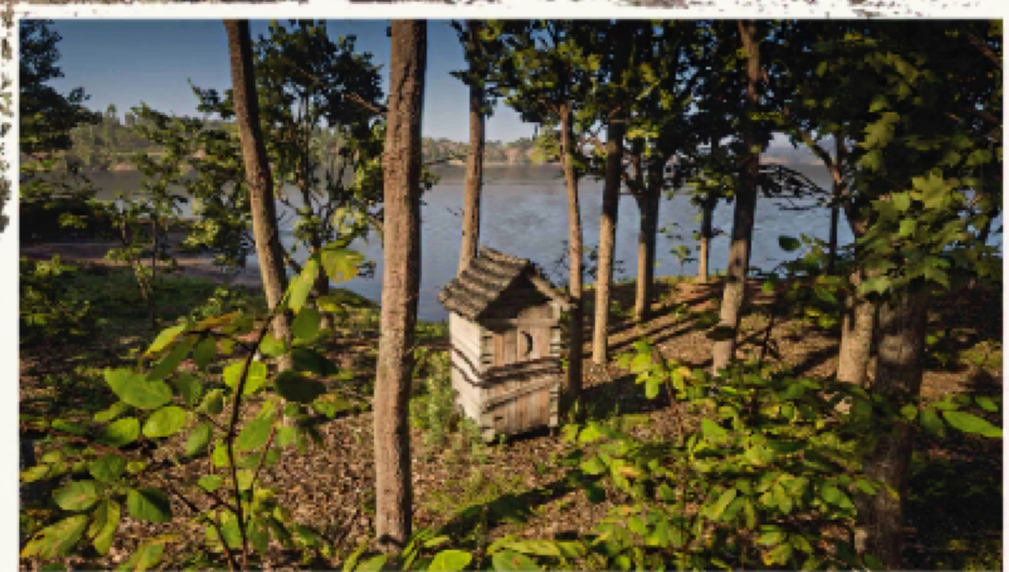
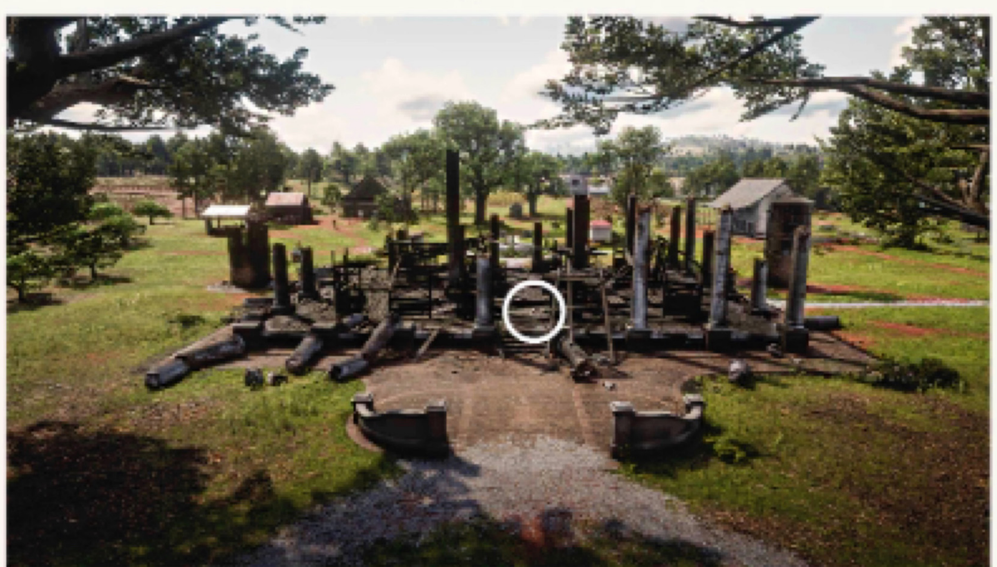
★ POSTSCRIPTS ★

There are plot-oriented secrets that can be investigated to find out what happened to certain characters that appear in the story, or discover details that you could not have known during prior encounters.



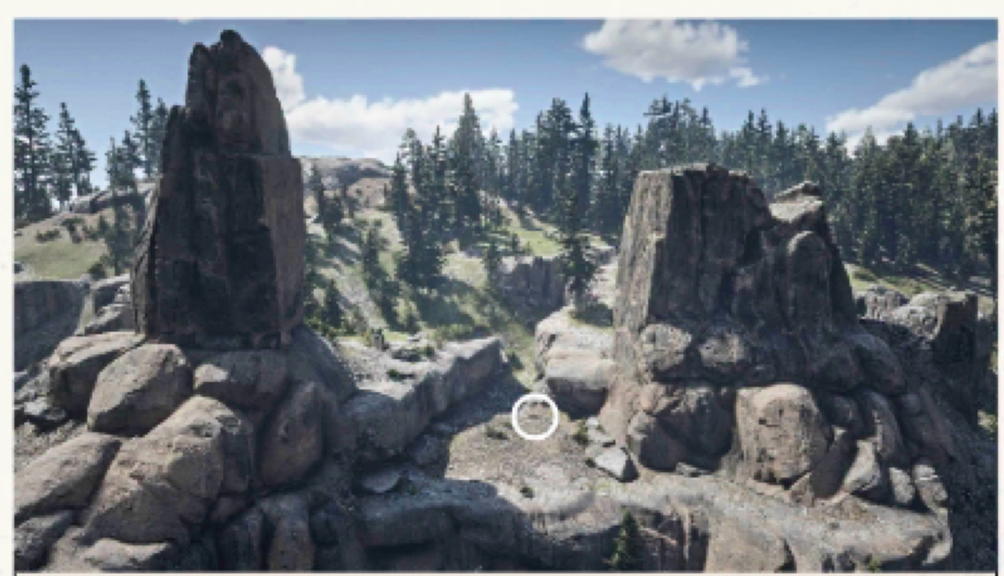
BRAITHWAITES' SECRET: If you head to the south from the gazebo where you first met Penelope, to the west of Braithwaite Manor, you will run across a locked outhouse in the woods where the Braithwaites hide a family secret. Inspecting it before the end of Chapter 6 will enable you to encounter its occupant alive; she will be dead from Epilogue 1 onward.



CATHERINE BRAITHWAITE: The "Braithwaites' Secret" is actually not the only one in the area. Visit the burned-out manor from Chapter 4 onward and you will find the body of Catherine Braithwaite in the ruins. You can loot her corpse to retrieve an emerald brooch. A lock box can also be found in the adjacent room, just a few steps to the east of the body: this contains a gold bar. Another secret letter, this time involving both of the feuding families, awaits in a small chest on the main islet directly west of Sisika Island, in the mud at the foot of one of the large trees.

GRAYS' SECRET: The Grays also have something to hide at the back of their manor, in the form of a letter on the table next to the corpse of Mr Gray. This missive, available after completing "A Short Walk In Pretty Town", reveals salient facts about the origins of the self-proclaimed noble family of Southern patriots.

MICAH: After completing Epilogue 2, you can return to the top of Mount Hagen to find the frozen corpse of Micah – and retrieve his revolver in the process. This is a required step if you wish to obtain all weapons available in the game.

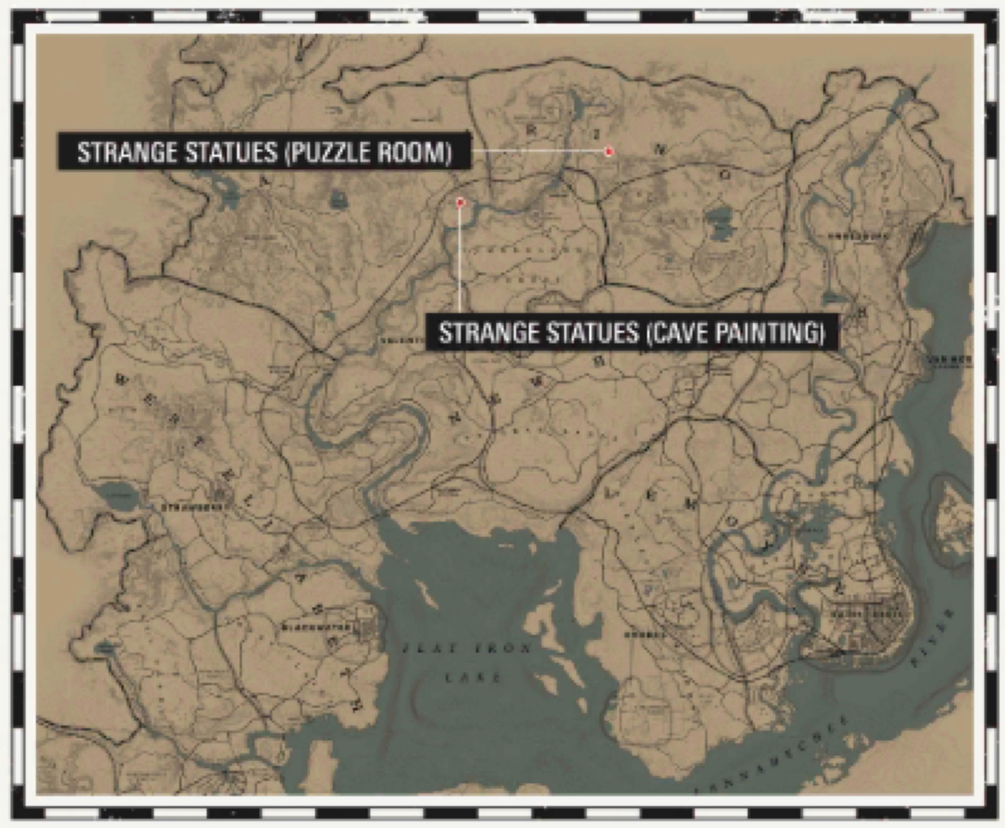


MICAH'S CAMP: If you visit it at a later point, you can find some of Micah's personal belongings at the location where he was based between "Blessed are the Meek?" and "An American Pastoral Scene", northeast of Strawberry. This includes a wanted poster of Dutch, as well as two newspaper scraps with details on Micah's past and the failed heist that took place in Blackwater just before the beginning of the game.

★ THE STRANGE STATUES PUZZLE ★

This is one of hardest activities to *find* in *Red Dead Redemption 2* – let alone solve. This is a puzzle that is most rewarding and best enjoyed with a limited degree of assistance, so we encourage you to try to figure it out on your own.

If you are stuck, we provide gradual hints to put you back on track, but we strongly encourage you to read only one step at a time and see if this is enough for you to solve the rest of the puzzle by yourself.



STEP 1 – THE PUZZLE ROOM

First things first, you need to find the puzzle's location. Head to the spot shown on the map on this page. Look for a crevice in the granite and enter the cave this leads to. Inside, you will notice seven male statues positioned around a central sculpture of a woman with eagle wings. You can inspect this landmark by holding Ⓐ/Ⓨ. At this point, your character will draw a sketch of it in his journal, revealing its formal name – "Strange Statues". Each of the seven statues rests on a pedestal; each pedestal features a button that you can press by holding Ⓐ/Ⓨ. If you press a button, it will disappear into the pedestal and come out on the opposite side, where you can press it again to reset it to its original position. The task at hand, then, is to identify which of the seven buttons need to be pressed, and which ones need to remain in their initial state.

STEP 2 – OBSERVATION

The only clues you initially have at your disposal are the seven statues. If you observe them closely, you will notice that they are all slightly different. The detail that makes each one unique is its hands. More specifically, each statue has a set number of unbroken digits. The one closest to the entrance tunnel, for instance, only has its two middle fingers left. The one shown in the accompanying picture has six.

STEP 3 – COUNTING FINGERS

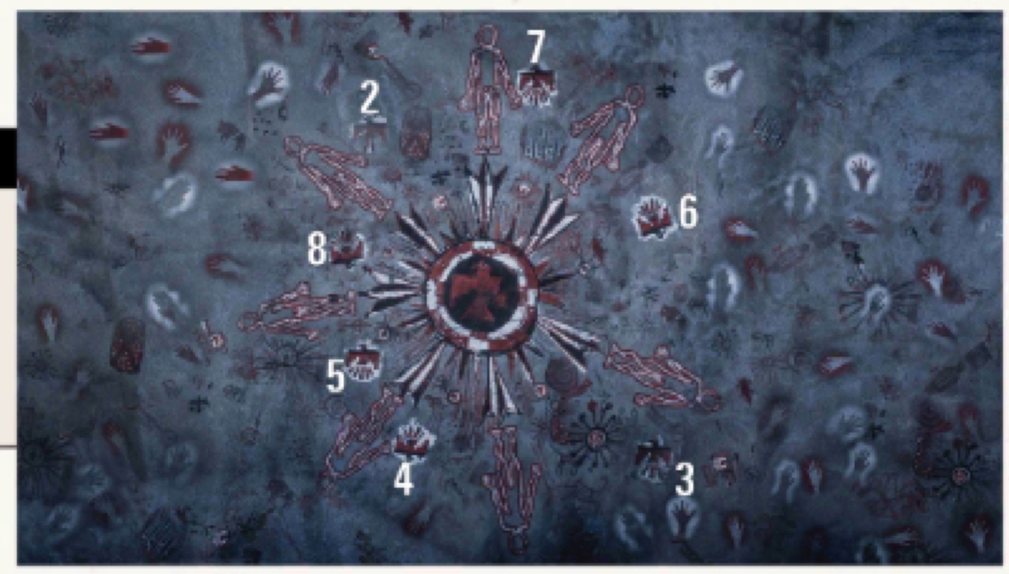
If you go around the cave, you can count how many intact digits each statue has to differentiate it from the others. You should end up with the following figures: 2, 4, 5, 8, 3, 4, 6.

STEP 4 – THE CAVE PAINTING

If you head to Window Rock, a relatively easy journey to the west of your current position (just follow the railroad), you can find a cave painting under the large rock overhang. Inspect this site by holding Ⓐ/Ⓨ and your character will sketch it in his journal – revealing that this point of interest has the same name, "Strange Statues".

STEP 5 – PAINTING ANALYSIS

Study the painting up close and you should notice a few details confirming that you are on the right track. Seven male figures are shown in a circle with a stylized representation of an eagle at the center, which corresponds to the configuration in the cave. What's more, dozens of hands with their fingers clearly visible can be seen all over the wall.



STEP 6 – COUNTING FEATHERS

After further scrutiny, one pertinent detail might draw your attention: each figure has an eagle next to him, and every one of them has a unique number of tail feathers. By counting the eagle feathers associated with each man, you should end up with the following numbers: 2, 7, 5, 8, 3, 4, 6. These are the same numbers that you identified in the puzzle room, with a single anomaly: a 4 in the puzzle room versus a 7 on the cave painting.

STEP 7 – THE MISSING LIMB

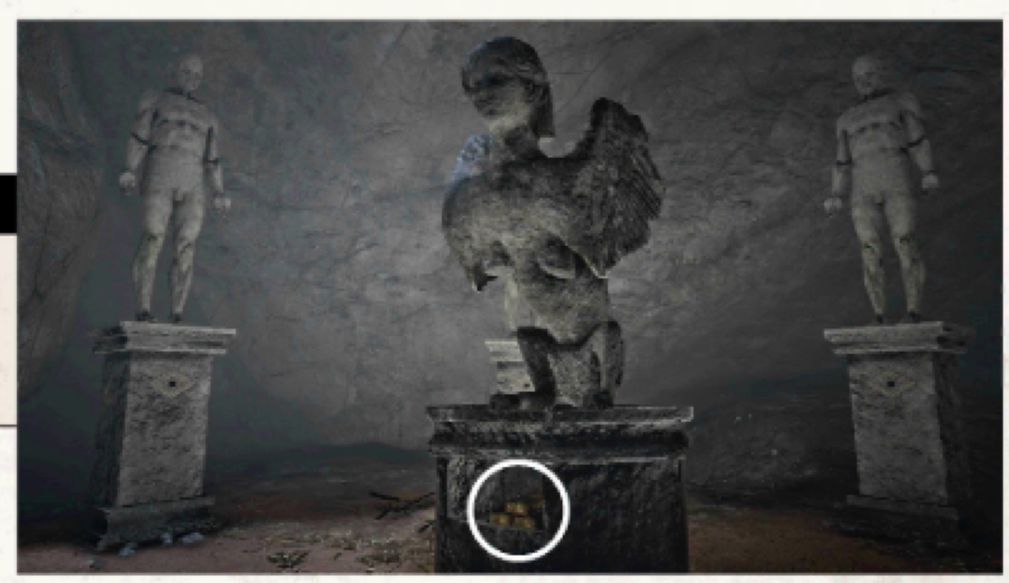
Back in the puzzle room, there are two statues with four fingers: one that looks fine, and one that has a broken arm. How can you be sure of the true total finger count for the latter statue if you cannot see the missing hand?

STEP 8 – SOLVING THE ANOMALY

If you explore the cave a little, you should soon notice the missing arm lying on the ground, next to a few rocks (to the left when entering the cave). Its hand features three fingers. If you add this to the four fingers on the other hand of the statue with the broken arm, you end up with seven.

STEP 9 – SOLVING THE PUZZLE

You now have a number associated to each statue. The only question that remains is: how does this help you to figure out which buttons to press and which ones to leave alone? At this point, you might need a clue: *prime numbers*.



STEP 10 – REWARD

Press the buttons on each statue where the total number of fingers is a prime number. With these activated, and all other statues in the default position, you will hear the distinctive sound of moving stone. Check the central pedestal, and you should now see a secret stash where three gold bars await.

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★ MISCELLANY ★

In this closing section we document instances where you can find curious scenes on your travels and, in most cases, must intuit the stories behind them from the mute evidence that you find.

METEOR HOUSE

If you enter this cabin just west of Brandywine Drop, a macabre scene awaits inside. In addition to being a point of interest, this structure is home to a meteorite that you can pick up. This valuable has an interesting property: it decreases the effects of exposure to hot environments by 10%.

METEOR SHOWER

If you happen to be close to the meteor house in the dead of the night (2am seems fairly optimal), head to the field directly west of the house and look up – you might get to see a meteor shower in the sky.

WHISKEY TREE

This large tree grows to the west of Dewberry Creek, at the top of the hill overlooking Flat Iron Lake. If you shoot the bottles hanging from its branches, one of them will yield a gold nugget. Note that you can identify it through Eagle Eye, with gold particles emanating from it. A ginseng elixir rests on the tree itself.

WITCHES CAULDRON

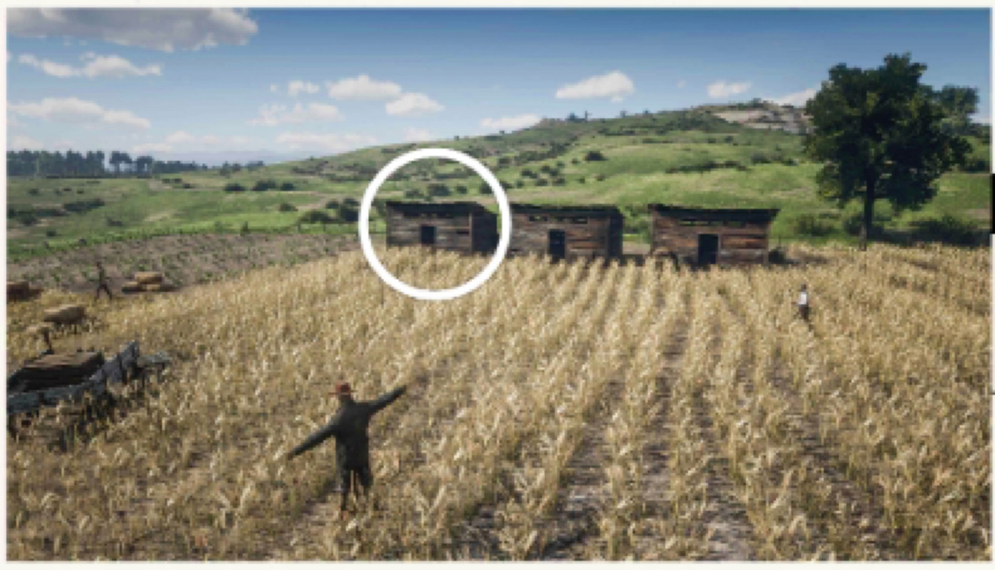
This strange shack is built in a remote location, north of the East Grizzlies. It contains multiple items that you can collect, particularly tonics – but also a strange liquid in a cooking pot that you can drink at your own risk…

ALCHEMIST HOUSE

An alchemist lives in a small house to the northeast of Tumbleweed, by the railroad. When you approach the building, it will be consumed by a large explosion. A lock box can then be found on the east side of the burned-out structure. This contains high velocity cartridges, as well as the explosive slug pamphlet.

DERAILED TRAIN

This derailed train lies at the bottom of the ravine just east of Granite Pass. The yellow carriage is home to a treasure chest with multiple valuables inside. The carriage stuck in a vertical position against the cliff contains yet more high-quality collectibles, including two gold bars, though you can only reach its interior by entering from above (see page 214).



GUTHRIE FARM

If you visit this farm, just west of Emerald Ranch, you will find a dead man and black sheep in the southernmost of three aligned shacks. The sheep has a ribbon around its neck, from which you can retrieve a gold wedding ring.

SLAVE CORPSE

Just southwest of Shady Belle you can find the corpse of a slave on the river shore. Check the body to retrieve a letter, which will help you to understand the story that led this man here. Note that you will lose honor if you damage the corpse in any way.

SHIPWRECK

A shipwreck lies in the middle of the largest island to the west of Clemens Point. Head inside and you can find a bottle of aged pirate rum in a lock box, along with a tricorn hat on the other side of the collapsed wall. This island is also home to a few rare species endemic to Guarma, such as the green iguana, which can be useful if you are striving to complete your Compendium.

DEAD TRAVELER

A short distance to the east of Armadillo lies an old campsite surrounded by cactuses, where the body of a dead traveler rests. You can loot a letter from this man, as well as various collectibles nearby. There's also a lock box underneath the tent: it contains a bottle of valerian root.

ENDLESS OPPORTUNITIES

And don't forget, these are mere examples to get you started. You have a whole world to explore, with countless more unique sights to be seen and experiences to be had, including:

- ★ whispering trees to the south of Brandywine Drop;
- ★ a sundial at the top of the ridgeline just west of Mount Shann;
- ★ a stuffed gorilla that fell from a wooden bridge north of Strawberry;
- ★ a love message on a tree just north of Flatneck Station;
- ★ a giant snake dead in a tree in the forest west of Lagras;
- ★ a strange man living in a tree house south of MacFarlane's Ranch;
- ★ old corpses of a chain gang just west of Kamasa River, to the north of Bluewater Marsh;
- ★ two spots where lightning bolt impacts can be seen (one near the top of Rio Del Lobo Rock, the other on the west side of the road just southwest of Annesburg);
- ★ a gruesome corpse pit just east of Aurora Basin;
- ★ an abandoned camp by the railroad, north of Bluewater Marsh;
- ★ a dilapidated hearse with a hanged man just north of MacFarlane's Ranch;
- ★ a secret "Letter To Bonnie MacFarlane" that can be looted from the corpse in the "Washed Ashore" chance encounter;
- ★ and many, many more…

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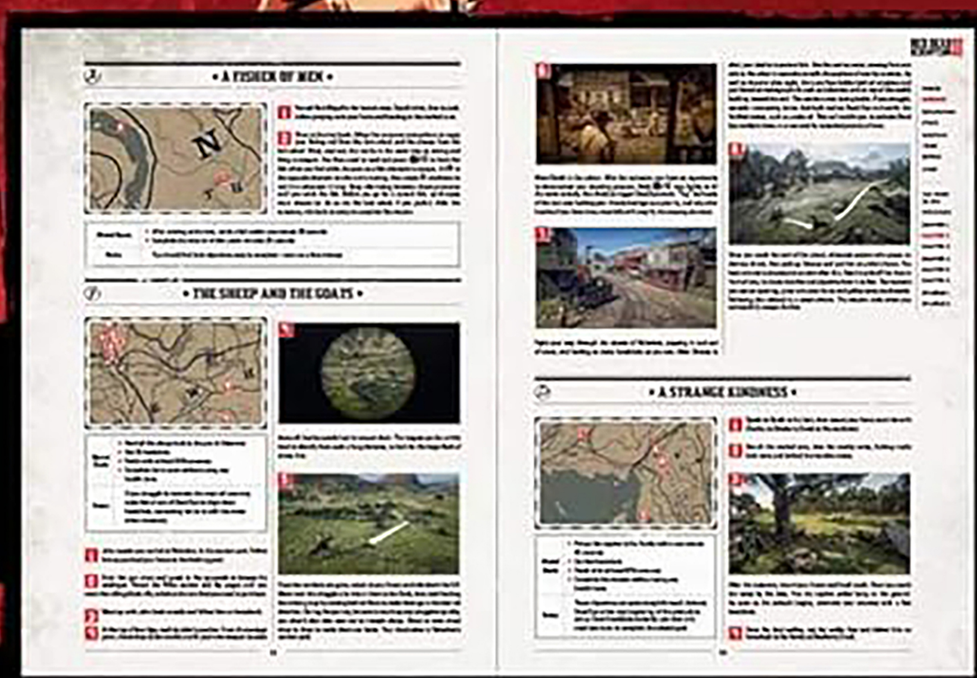

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